£5 OFF GAMES VOUCHER

BRITAIN'S BIGGEST SELLING MULTI-FORMAT MAG!

GamesMaster

PLAYSTATION ★ NINTENDO 64 ★ DREAMCAST ★ PC ★

SOUL CALIBUR

KICKS OFF OUR AWESOME

Dreamcast Special

SORTED!

GET ON-LINE NOW!

CHECK OUT OUR SURF'S UP SURVIVAL GUIDE!

PLUS EVERY GAME RATED!

PLUS!

DONKEY KONG 64
GRAND THEFT AUTO 2
TUROK RAGE WARS
CRASH TEAM RACING
QUAKE 2
ARMORINES
XMAS REVIEW SPECIAL!

REVIEWED!

TOMB RAIDER

THE LAST REVELATION

IS IT REALLY LARA'S BEST YET?

RESULT!

FIFA 2000

CAN THE NATION'S NO.1 STILL KICK IT?

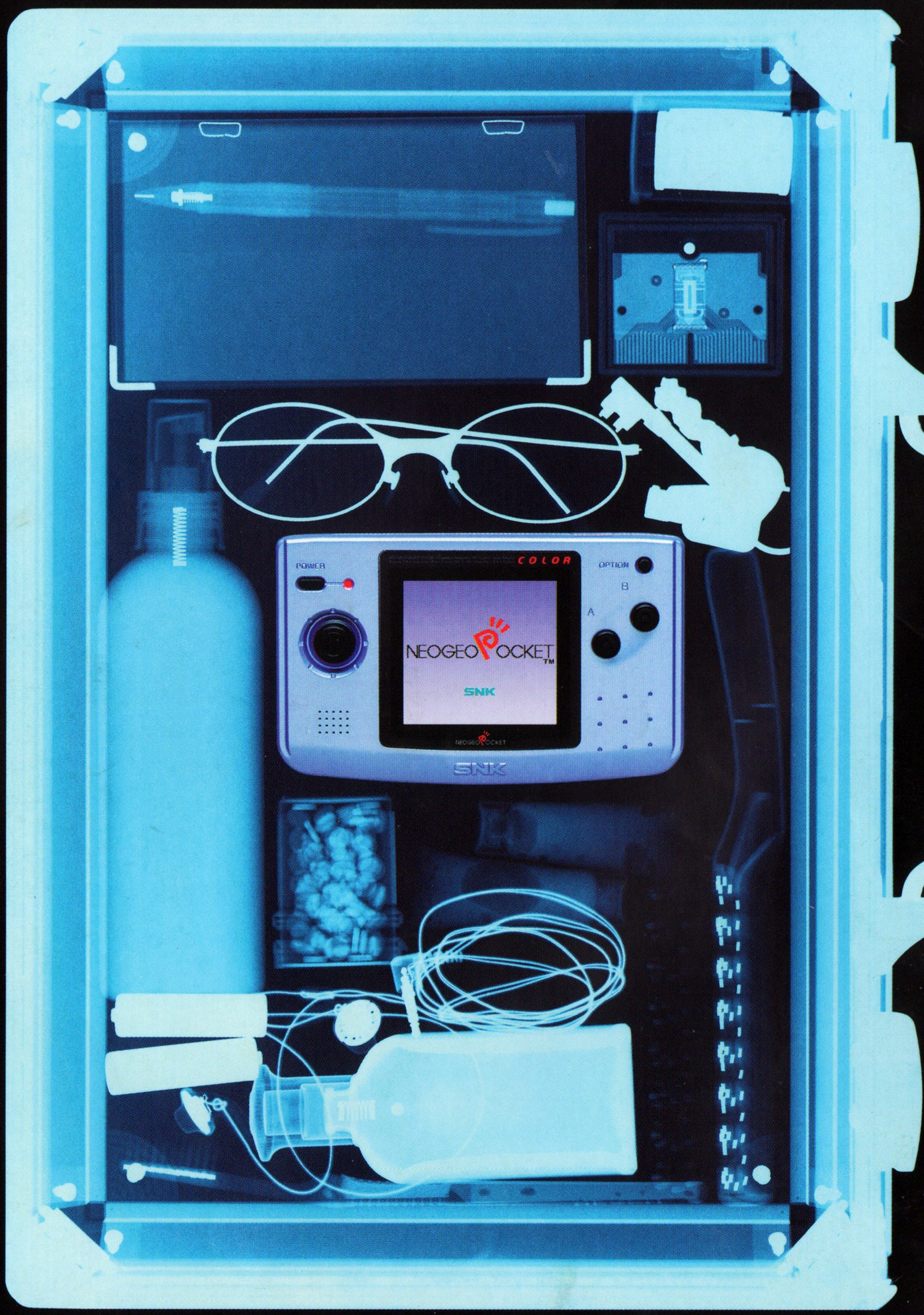
Future PUBLISHING
Your Guarantee Of Value

#89 CHRISTMAS 1999 £2.75 HFL 15.25

9 770967 985047 13

REVIEWS ★ TIPS ★ PREVIEWS ★ NEWS ★ 132 PAGES ★ COMPETITIONS

get some colour in your life.



HEATHROW AIRPORT 16:44

40 hours continuous playtime. 16bit colour power. 14 hot titles. 6 cool cases. 1 machine. Zero alternative.

SNK

NEOGEO POCKET

NeoGeo £59.99 Games £24.99. Available at Electronics Boutique, Game, HMV, MVC, Dixons, Currys, @Jakarta, Beatties and all good independent retailers.

GamesMaster

LIMBER UP FOR THIS ISSUE WITH OUR GREATEST GAMING MOMENT...

MERRY CHRISTMAS!

Get ready for the most exciting festive season ever!

Ho ho ho! Gawd bless us everyone! 'Tis the season to be jolly! Egg nog, anyone? (etc.)

Yup, it's Christmas once more and even the most 'bah humbug' among you cannot fail to be rocked to the wellingtons by the plethora of gaming treats groaning on the gameshop shelves at present.

First of all there's the Dreamcast, exiting shops like rats from a sunken pizza and single handedly injecting the UK with a much needed shot of 128-Bit gaming goodness. Tired of your PlayStation? Sick of your '64? This one's just for you.

And to celebrate its success we've brought together the latest reviews, a re-cap of all our Dreamcast offerings over the past few months and an ace Internet survival guide that'll have you up and surfing quick-time! (see page 54).

Elsewhere in the mag the classic Christmas clash occurs once more. Where would Christmas be without the latest *Tomb Raider* and *FIFA* bashing heads? Check out how *Tomb Raider The Last Revelation* (see page 72) and *FIFA 2000* (see page 100) fare against GM's brutally accurate and honest crew of reviewers.

We've also got a hands-on playtest of *Donkey Kong 64* too! Is Rare's latest enough to make up for the slippage of *Perfect Dark*? Turn to page 22 to find out.

And if you're currently spitting blood trying to get out of *Dino Crisis* alive, our guide (see page 40) will have you reaching safety in a jiffy. And we've only scratched the surface of our Christmas special – with 10 of you winning fabulous prizes in our Lucky Ticket Competition too! See page 19 for info.

So have a good Christmas and we'll be back shortly to guide you through the next gaming millennium. Excuse me, 'willenium'.

Daniel Griffiths,
Editor

FOR THE DEFINITIVE PAL REVIEW OF NAMCO'S SUPERLATIVE SOUL CALIBUR! PAGE 65

COVER STUFF

SOUL CALIBUR P65
DC SPECIAL P54
TOMB RAIDER: TLR P72
FIFA 2000 ..... P100
DONKEY KONG 64 ..... P22
GTA 2 ..... P82
TUROK RAGE WARS P86
CRASH TEAM RACING P94
QUAKE 2 ..... P76

GamesMaster, Future Publishing,
30 Monmouth Street, Bath BA1 2BW
Tel: (01225) 442244
Fax: (01225) 732341
E-mail: gamesmaster@futurenet.co.uk

Editor Daniel Griffiths
Deputy Editor Les Ellis
Art Editor Graham Dalzell
Production Editor Jonnie Bryant
Designer Claire Griffin
Staff Writers Oliver Hurley, Dave Harrison
Contributors Cathy McKinnon, Andrea Ball, Andrew Collins, Tim Weaver, Jamie Sefton, Kieron Gillen, Justin Calvert

Man in Japan Chris DiMaggio

Ad Manager Anne Green
Classified Sales Darren Grattan

Publisher Alison Morton
Assistant Publisher Nick Stevens
Group Publisher Rob Price
Managing Director Jane Ingham
Chief Executive Greg Ingham

Circulation Director Sue Hartley
Prod Manager Lou Reffell
Prod Co-ordinator Jason Frith
Ad Design Michelle Trewavas
Customer Services Future Publishing Ltd, FREEPOST BS4900, Somerton, Somerset TA11 6BR
Tel: (01225) 822510
Overseas Licenses
Call Chris Power on +44 (0) 1225 442244 or fax +44 (0) 1225 446019

GamesMaster TV Show © Hewland International. GamesMaster Magazine recognises all copyrights contained is this issue. Wherever possible we have acknowledged the copyright. Please cont us if we have failed to credit your copyrig

GamesMaster is a Future Publishing Magazine, home of these top-selling single-format mags. So we know the score!

Official UK PlayStation Magazine
N64 Magazine
PC GAMER

GamesMaster

NOW LOADING...

THE WORLD'S MOST EXCI...

page 59

DREAMCAST SPECIAL!

Dreamcast

DREAMCAST REVIEW SPECIAL!

Soul Calibur, Toy Commander, Soul Fighter AND MANY MORE rated inside!

SPECIAL! page 54

PLUS Get On-Line! Experience the www.world of the Internet on your Dreamcast right now!

DONKEY KONG 64

PREVIEW! page 22

Nintendo's Christmas hit revealed! It's gonna drive you monkey nuts!

FIFA 2000

REVIEW! PlayStation page 100

Is it still the nation's favorite footie game? We know the score!

FREE POSTERS!

Clear some wallage, we've got the best posters in the biz!

pages 23, 25, 31, 74, 87, 95, 103

WIN COOL STUFF!

Computers and consoles up for a lucky dip grabfest! page 19

QUAKE 2

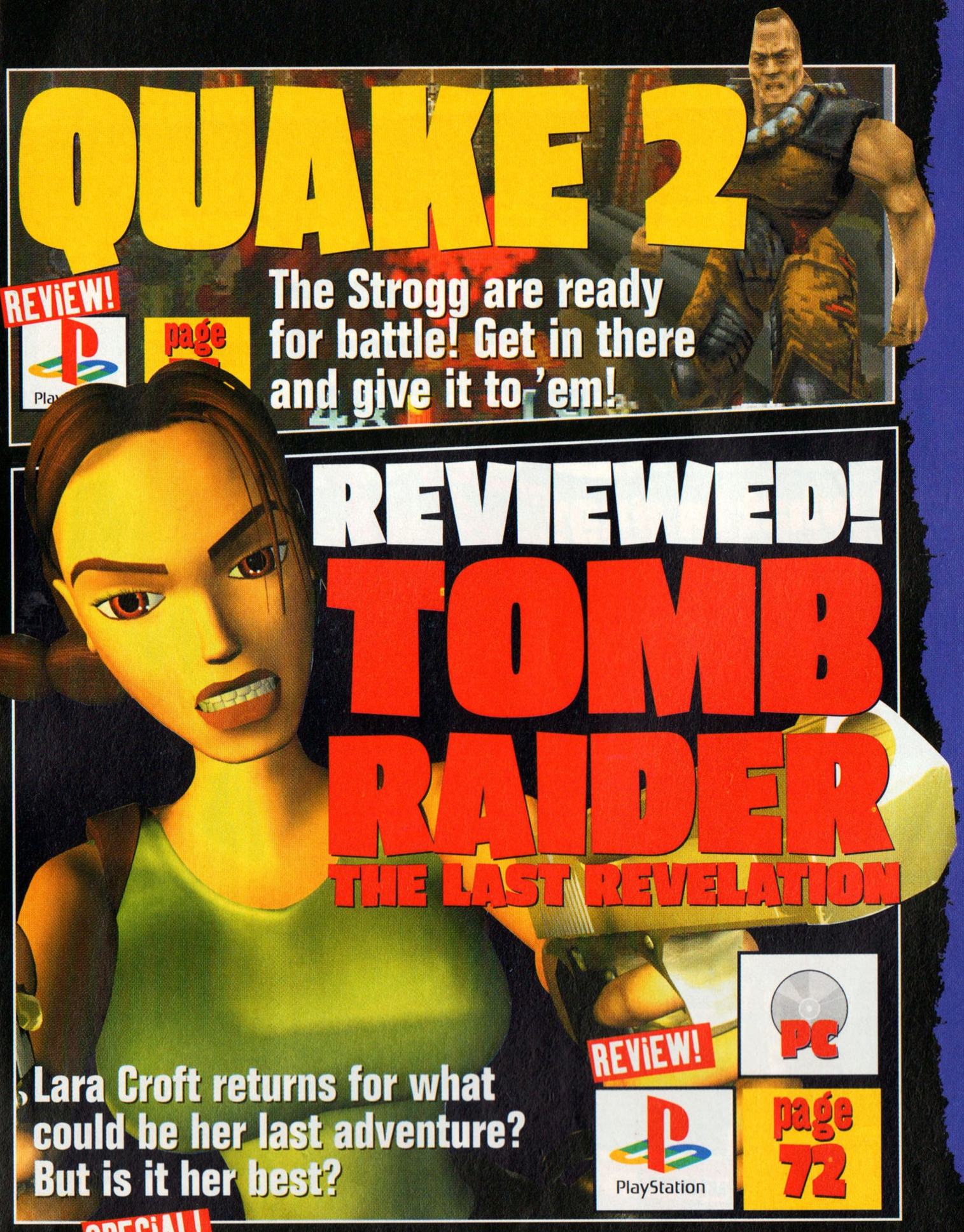
REVIEW!

The Strogg are ready for battle! Get in there and give it to 'em!

PlayStation

page 68

REVIEWED! TOMB RAIDER THE LAST REVELATION



Lara Croft returns for what could be her last adventure? But is it her best?

REVIEW!

PC

PlayStation

page 72

SPECIAL!

NEO GEO POCKET

page 34

The world of the handheld just got a little bit bigger!

TUROK RAGE WARS

Acclaim's Jurassic deathmatch blasts its way onto your N64!

REVIEW!

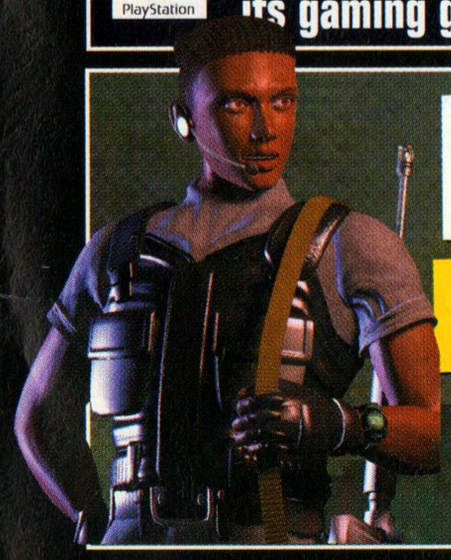
page 86

GTA 2

page 82

Hoodlums terrorise the streets! Is it even nastier than last time? GM spills its gaming guts...

PlayStation



DINO CRISIS PUZZLE BUSTER

All the dark secrets of Ibis Island unveiled for your delectation!

TIPS!

page 40

PlayStation

NIPPY FINGERS!

in a rush? Then here's a quick guide to the gaming highlights:

Aero Wings	DC	70
Age of Empires 2	PC	114
Armourines	N64	92
Blue Stinger	DC	70
Buggy Heat	DC	70
Carmageddon	PSX	109
Chef's Luv Shack	PSX	104
Crash Team Racing	PSX	94
Crazy Taxi	DC	32
Die Hard Trilogy 2	PSX	28
Dino Crisis	PSX	115
Donkey Kong 64	N64	22
FIFA 2000	PSX	100
Free Space 2	PC	90
Gauntlet	N64	115
Grand Theft Auto 2	PSX	82
Jimmy White's 2: Cueball	DC	71
King of Fighters	NEO	35
Knockout Kings 2000	N64	115
Marvel Versus Capcom	DC	70
Metal Slug	NEO	35
Mortal Kombat Gold	DC	71
Music 2000	PSX	112
NBA Basketball	PSX	114
Neo Geo Cup '98	NEO	35
Neo Turf Masters	NEO	35
NHL Championship 2000	PSX	114
Pac Man	NEO	35
Pocket Tennis	NEO	35
Prince of Persia 3D	PC	97
Puzzle Bobble Mini	NEO	35
Quake 2	PSX	76
Rainbow Six	N64	115
Revolt	DC	33
Roadsters	N64	110
Soul Fighter	DC	62
South Park Rally	N64	26
Space Invaders	PSX	114
Speed Devils	DC	64
Soul Calibur	DC	65
This is Football	PSX	98
Tokyo Highway Challenge	DC	68
Tomb Raider TLR	PSX	72
Toy Commander	DC	60
Turok Rage Wars	N64	86
Worms Armageddon	N64	106
Xena Warrior Princess	N64	30

FREE BOOK!

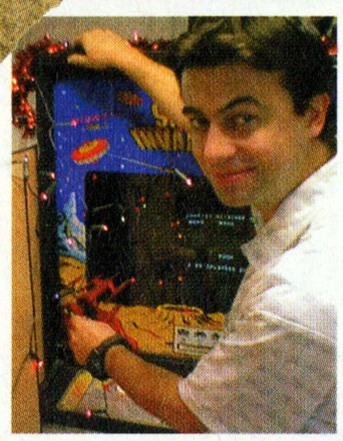
Check out our best of 1999 Tips Book and a host of other free gaming goodies! Lawks!

REGULAR FEATURES!

HOT NEWS 8
COMING SOON! 16
CHARTS 18
ATTRACT MODE 21
TIPS 37
SUBSCRIPTIONS 52
BACK ISSUES 53
NEW GAME REVIEWS 59
OUT NOW 116
BATTERY POWERED! 118
GRIP CHIMP 120
CART BOOT SALE ... 126
G-MAIL 128
NEXT MONTH 130

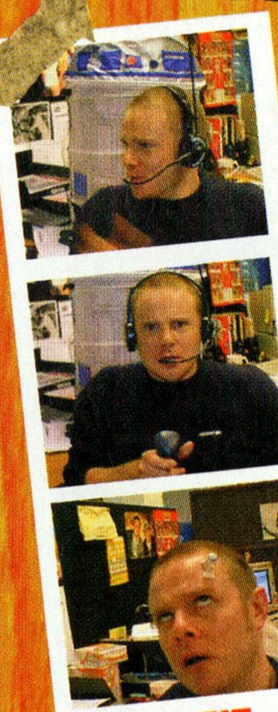
Games Master

Who did what in #89? Zoo!



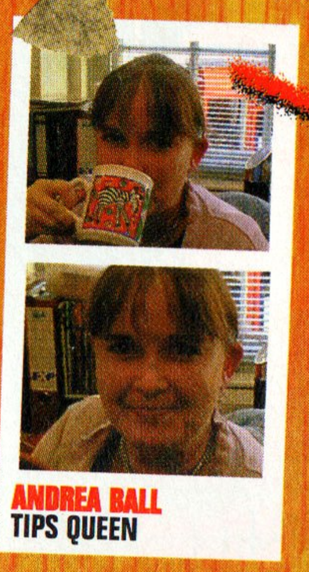
DANIEL GRIFFITHS
EDITOR

"On the twelfth day of Christmas my true love sent to meeeeee!" Despite the fact that it's still November Dan is full of Christmas spirit. "Santa's sorting me out a 700Mhz Pentium 3 right now!" He insists. "And I've had the chimney 'specially widened! Hosanna in *exceeeeeeeeelll-llsiiiiis*!"



JONNIE BRYANT
PRODUCTION EDITOR

X-Wing ace Jonnie guided his desk through the office 'trench' only to be felled by a miniature version of his co-pilot. The utter, utter clot.

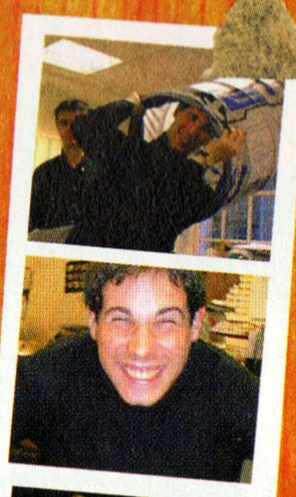


ANDREA BALL
TIPS QUEEN

"By distilling your tips into a special 'tips drink' I'm able to absorb all your gaming knowledge in a single brew!" she belched.

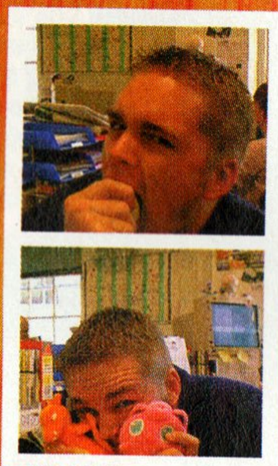
GRAHAM DALZELL
ART EDITOR

Graham's shoulder mounted 'Dalzell cam' is just the ticket for beaming live 'Dalzell TV' to all his fans 24 hours a day. Should any be watching...



OLIVER HURLEY
STAFF WRITER

Ollie is working on an encyclopedia of traditional dances. We found this effort particularly impressive.



TIM WEAVER
REVIEWER

After gorging himself on fruits, Tim turns his attentions to his fluffy friends. The fiend!

LES ELLIS
DEPUTY EDITOR

Les' comedy 'hat+hair' novelty had us in stitches! Oh, that's your real hat... And your real hair...

JAMIE SEFTON
REVIEWER

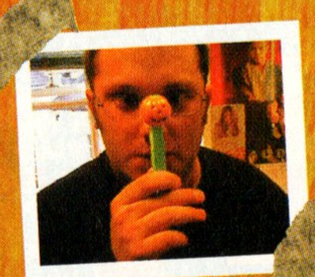
Jamie never leaves home without his trusty 'Bass rod' in case he nabs a passing 'big one'.

CLAIRE GRIFFIN
DESIGNER

Undaunted by the return of McKinnon, Griffin hatched a plot to scare her to death with one of her vile robotic creations! She's a criminal mastermind!

CATHY MCKINNON
ART GODDESS

Dave's attempt to grow a third eye on the bridge of his nose is coming along nicely. See how it progresses next month, medical casebook fans!

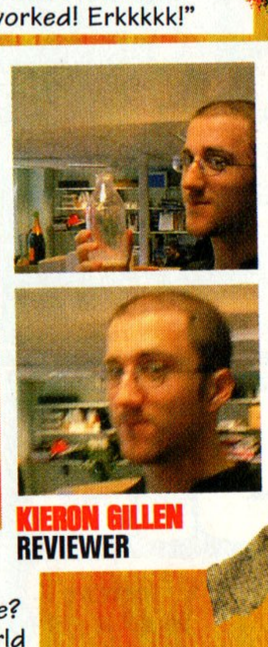


ANDREW COLLINS
TIPS MASTER

Madness, thy name is Collins. Only a fine wire mesh can keep his lunacy at bay.

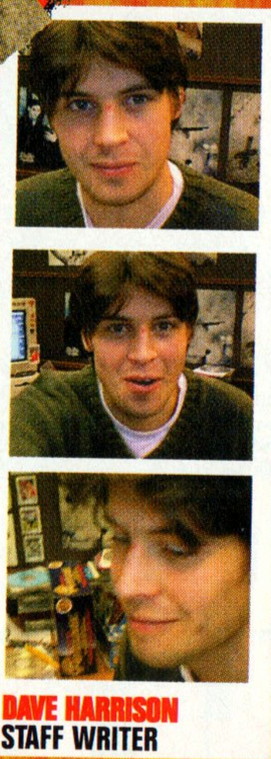
JUSTIN CALVERT
REVIEWER

Give us a smile, cheeky! Just a little one? Go on? No? World class stare-out champion Justin simply cannot be flummoxed.



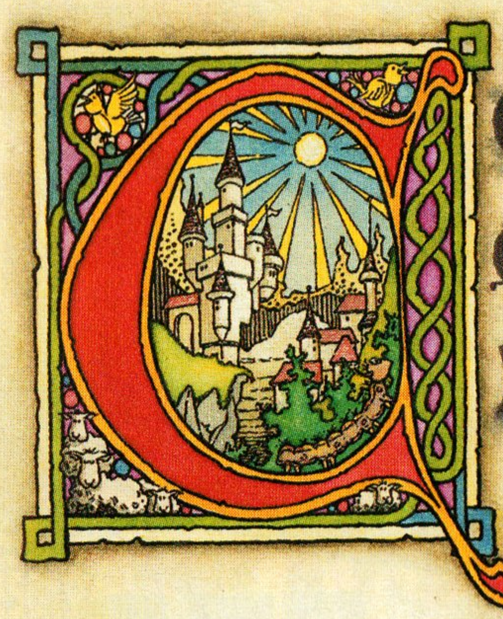
KIERON GILLEN
REVIEWER

"My magic elixir will make all my hair disappear. Christonabike it worked! Erkkkkk!"



DAVE HARRISON
STAFF WRITER

There she is! After disappearing two months ago the GM team eventually discovered the Queen of Arts lurking in a discarded R2-D2 laundry basket. "Ha ha, fooled you all," she joked before passing out having not eaten for weeks.



OME WITH SPYRO TO A MAGICAL, ENCHANTED KINGDOM.....

ND SET FIRE TO IT.

SPYRO'S BACK, AND THIS TIME HE'S READY TO SHOW US WHAT BEING A REAL HERO IS ALL ABOUT. HE'S BETTER EQUIPPED TO DO IT TOO, WITH NEW MOVES, NEW SKILLS, AND A PAIR OF BRAND SPANKING NEW WINGS. ALL THE BETTER TO GET HIM THROUGH HIS HUGE NEW GAME. SO WHAT ARE YOU WAITING FOR? LET'S GET BURNING.

△○×□

www.playstation.co.uk/spyro2

DO NOT UNDERESTIMATE
THE POWER OF PLAYSTATION

PlayStation

UNIVERSAL

INSOMNIAC GAMES

Spyro 2: Gateway to Glimmer™ & ©1999 Universal Interactive Studios, Inc. All rights reserved. Developed by Insomniac Games Inc. All rights reserved. 'PS' and 'PlayStation' are trademarks of Sony Computer Entertainment Inc.

HOT NEWS

You want news? We got it! Here at GamesMaster Towers we make sure that we bring you the very latest in steaming hot gaming news each and every issue! So sit back, put your feet up and enjoy...

TOUR DELAYED TO FEB 2000

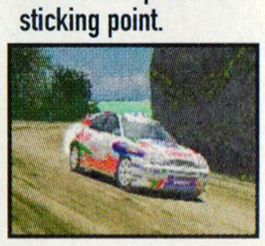
GRAN TURISMO RELEASE DATES REJIGGERED

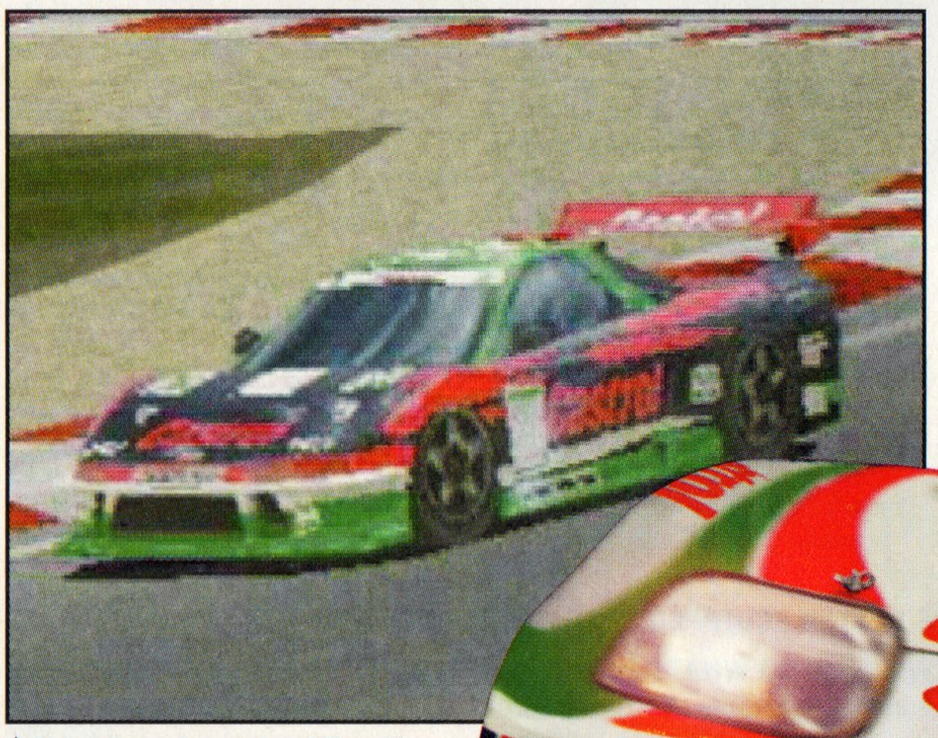
■ COLD START AT CHRISTMAS ■ SCHEDULE COASTING IN NEUTRAL ■ PERFECTION

***Gran Turismo* – sleek, cool, dripping with class. A triumph of careful planning and patience. *Gran Turismo 2* – a case of "Quick wap it out, I don't care what it looks like. It's Christmas and I'm scared!"**

◀ Oooh look Minis! Don't' you throw those bloody spears at me!

▼ Let's off road! The main developmental sticking point.





▲ We've always known that *GT2* would have the looks, but will it have the touch?

Yes, unfortunately more disappointing news from the release schedule story of the year that has had more twists and turns than one of those novelty drinking straws.

After a year of waiting, gamers had eventually given up hope of receiving *Granny Turismo*'s new wares this year. Continuing development problems, particularly with the new off-road action, have seen the release pushed further back into the next millennium. But, in a flurry of activity, Sony announced that they were going to get it out by December to capitalise on the Christmas sales.

Considering the much publicised development delays this came as a major surprise. But Sony are lacking a big title to release, going into the busiest time of the year. With only *Cool Boarders 4* set to hit shops, Sony's top brass were eager to have their big game out come Jesus' birthday.

Pressure has been put on the development team to have it ready for a Japanese release date of November 25 and a UK release date of December 10th, requiring the quickest NTSC to PAL conversion ever seen.

However, the producer of the game, a certain Kazanori-san, felt that the game would only be half-baked if released too early. His determination to make *GT2* a masterpiece has meant the date has once again been moved back to next year.

Sony have been coy about the whole project throughout the year and when a playable version was available at ECTS the reception was luke-warm.

But with Kazanori-san sticking to his creative guns, expectation has grown. We have also learnt that there will be 594 different cars to choose from. So put *that* in your tail-pipe!

DREAMING A REALITY

DC HOLDS ITS OWN IN CONSOLE BATTLE

SALES FIGURES HIGHLY PROMISING

Sega has officially returned to the world of the console with the Dreamcast now on sale in the UK. The wait has been long, the anticipation huge and the reaction massive.

▲ *Sonic Adventure* was the best selling game during the DCs launch weekend.

During the launch weekend 63,000 units were shifted and the total UK sales for the first two weeks reached 95,000!

Sega were confident of the response and shipped 350,000 units to Europe. Their bullish attitude was rewarded with 185,000 consoles, 350,000 games and 280,000 peripherals being sold across the continent, producing launch revenues of 52 million squids! Not bad for three days trading.

◀Sega get to hurl abuse at all those who doubted their brand-spanking-new baby!

Sega are so chuffed with the figures that they have revised sales targets and sent another 350,000 to capitalise on the Christmas rush. They hope to have passed the million mark by the summer of next year.

This confidence is a marked contrast to the sticky start the DC encountered. Many small independent traders had hardware and key titles turning up late on October the 14th which meant many gamers, who had ordered their console months in advance, were cheesed off.

Then, so many people went on-line with their Dreamcasts that the BT network server couldn't cope with the demand. But despite all these hiccups the future looks bright for the first Next-Gen console.

iMAC PLOY FOR NiNTY

N64 BATTLES TO RETAIN MARKET POSITION

NINTENDO ADAPTS TO DC THREAT ■ COLOURS AND KONG TO THE RESCUE

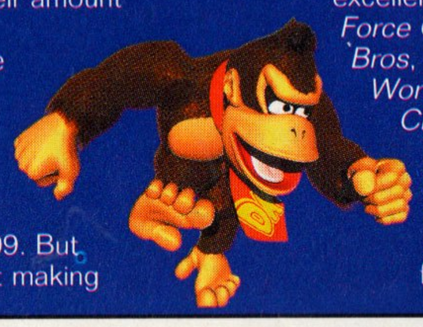
Good news for us! The N64 has slashed its retail price to a very tempting £64.99! Now that's a bargain.

But whether anyone will taking up the offer is another question as sales for Mario's machine continue to drop.

The PlayStation still has a higher profile and with the launch of the Dreamcast, Nintendo have been knocked further down the pecking order. Nintendo's flagship format is now the GameBoy, sales of which has been boosted by the *Pokémon* invasion.

Near the end of October the N64 only managed to shift 2,600 units in a week compared to 17,500 GameBoys, 21,000 DCs and 25,000 PSX's. And it doesn't look as though there will be much Christmas cheer as retailers are cutting back on their amount of N64 stock.

Along with the price reduction, Nintendo are also releasing coloured translucent consoles for £74.99. But we seriously doubt making them a different coloured will cover up the lack of software available for the machines.



The N64's big Christmas release is *DK64*, but even though software prices are dropping everywhere else, Nintendo seem to be taking a step back to the bad old days of daft prices for new games. They are releasing *DK64* at £60 as it can only be bought with an Xpansion Pak. This means that the diehard N64 fans, who probably already have the memory upgrade, will lose out.

On a brighter note the *DK64* bundle is only £109.98 which is not only a snappy price, but works out as good value.

Despite release of some excellent titles such as *Jet Force Gemini*, *Smash Bros*, *Mario Golf* and *World Driver Championship* this looks to be a long winter for the N64 and its last as a credible format. Arse!

These new N64's are clearly a good idea. Get it? *Clearly*. Yes? Oh never mind...

SCANDAL MONGER!

LARA'S FANCY FOOTWORK!

After strutting her stuff for the sake of Lucozade, Lara will be shakin' her money maker for Nike. The US sports giants have signed up the *Tomb Raider* for a series of high profile adverts including one with Michael Jordan. Other Lara spinoffs include a new comic book series, but still no news of the much mooted and booted film.

HEADING BACK TO SQUARE ONE!

Slowly more and more news about *Final Fantasy 9* is filtering from Japan. Yoshitaka Amano the guy who designed the characters for the original *Final Fantasy* has returned to Square to help to work on the number nine. He has let slip that "... it is becoming closer to the original *Final Fantasy*, so instead of being a science fiction game, it's becoming more of a Fantasy game again." Of course he could be lying through his teeth.

MEMORY LOSS!

The recent earthquakes that have hit Taiwan have sent tremors through the games world. A number of factories that make PlayStation memory cards were destroyed by the seismic activity which may lead to shortages this Christmas. It's only when they're not there do we realise how important they are. We should make some time and say thanks for the memory card's hard work.

LADY BUMPS!

Acclaim have still not signed a new wrestling licence since they lost the WWF one to THQ, despite months of rumours that they are about to develop a game based on cult grappling promotion Extreme Championship Wrestling. The latest unconfirmed rumour suggests that Acclaim are considering developing a women's wrestling title!

• STOP PRESS • SCI SET TO DEVELOP GREAT TRAIN ROBBERY GAME!

CONSOLE MELTDOWN

HALF-LIFE CONVERSION FOR THE DREAMCAST IN PROGRESS

DUE FOR RELEASE NEXT SUMMER ■ PLANS FOR PLAYSTATION CONVERSION ALSO BEING CONSIDERED

The PC classic, *Half-Life*, could soon be available to non-PC owners as the first person shoot-em-up is set for conversion to consoles.

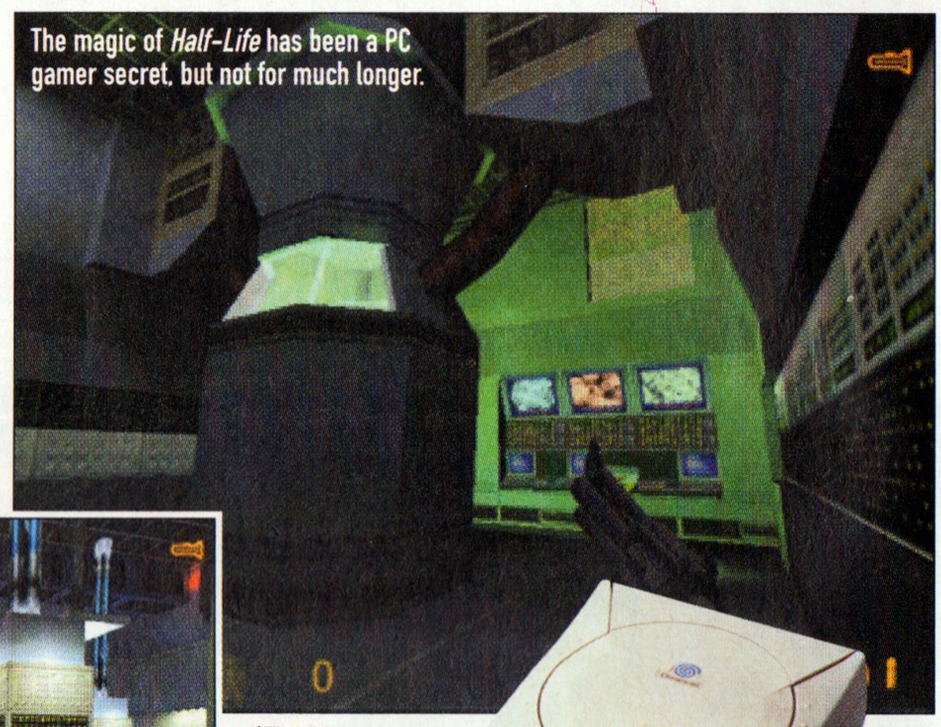
We reported a few months ago that it would be making its way to the Mac, but Havas have scrapped those plans and instead have concentrated their efforts on releasing *Half-Life* for the Dreamcast in time for next summer.

Developers Valve will be able to exploit the Dreamcasts PC quality graphics and the online capability to produce an extremely accurate conversion.

Also under consideration is a PlayStation outing. With the successful conversion of *Quake 2* the old Sony console has proved it can handle a sophisticated first-person shooter, but that said, a PlayStation2 appearance would be a much more enticing proposition. This comes at a time when PC owners are about to receive the first official *Half-Life* add-on entitled *Opposing Forces*. This is a data disc which contains whole new levels and missions for you to blast through with your bottom-of-the-screen tools of destruction.

The disc also includes some levels designed by fans of the original, who's ideas were first aired on-line.

Half-Life has been both a commercial and critical success and seems that Havas are trying to exploit their special to the max. And good on 'em.



The magic of *Half-Life* has been a PC gamer secret, but not for much longer.

◄The DC is capable of PC standard graphics so the conversion should be quality.

► Will the DC joypad be able to handle the action?

DC CHiPS iTSELF

DO YOU WANT CHIPS WITH THAT LOVE?

■ CODE SAFEGUARDS UNDERMINED ■ DISC SWAPPAGE ■

It doesn't take them long does it? The Dreamcast has only been out for a few seconds and the techno spivs have already found a way to chip it!

An (un-nameable) mail-order company has revealed that a chip can be fixed to allow UK Dreamcast's to handle import games form Japan and America.

The company will make the chip available for £27.50 and will give full instructions on how to take apart your expensive hardware and meddle with the high tech innards.

Some shops are offering a chipping service for £40. However, these will not allow the DCs to play copied software as the DC only takes special GD-ROM discs. But it's only matter of time before the Dreamcast enters the world of dodgy deals and backstreet console butchering. So beware!

HMV

£5 OFF

ANY GAME PRICED £29.99 OR MORE AT HMV

CONDITIONS:
• This voucher entitles you to a saving of £5 off any N64, PC, Dreamcast or PlayStation game priced £29.99 or more at participating HMV stores.
• Valid until 31/01/00.
• Only one voucher per transaction. Cannot be used in conjunction with any other voucher or promotion.
• Offer is not open to employees of Future Publishing, HMV, their agencies or anyone directly connected with the offer.
• Photocopied, damaged or defaced vouchers will not be accepted.
• Cash value 0.001p

Games Master

INTERACTIVE BAFTA AWARDS

ZELDA CLEANS UP

■ RECOGNITION OF COMPUTING EXCELLENCE ■ INCENTIVE TO DEVELOPERS ■

The star of the show, which took place at London's Royal Lancaster Hotel at the end of October, was undoubtedly *Zelda* which picked up four awards including Best Game and Most Innovative Game.

Zelda's triumph was made more impressive by the fact that each of the awards it won was judged by a completely different group of jurors.

The award for best personal contribution went to Toby Gard and Paul Douglas who created the original *Tomb Raider* and Lara Croft. Other big-name winners included *Driver* and *Wipeout 3*. Notable by its absence was *Metal Gear Solid*, which wasn't nominated for a single award. BAFTA are hoping that next year's Interactive Entertainment Awards will be televised. Wonder who'll be on the goggle box in 2000?

AND THOSE WINNERS iN FULL...

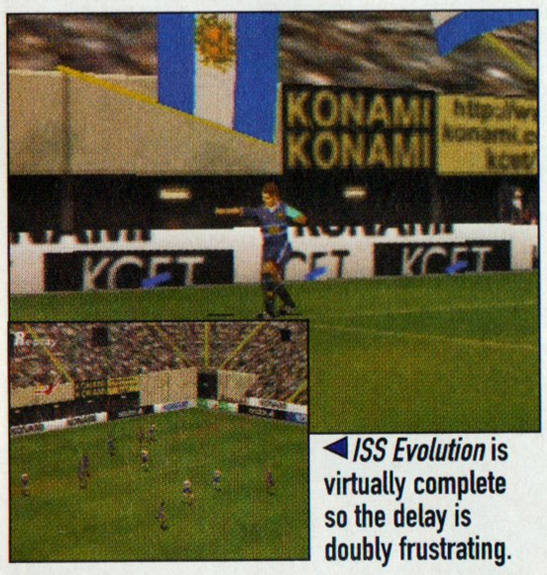
- Best UK Developer: **Rare**
- Best Personal Contribution to the UK Industry: **Toby Gard & Paul Douglas**
- News Award: **BBC News Online**
- E-Zine Award: **The Birdguides Website**
- Factual Award: **cnn.com/Coldwar**
- Children's Award: **Noddy – Let's Get Ready for School**
- Learning Award: **Masters of the Elements**
- Entertainment Website Award: **Jamba**
- Innovative Game Award: **Legend of Zelda: Ocarina of Time**
- Games Award: **Legend of Zelda: Ocarina of Time**
- Moving Images Award: **Driver**
- Sound Award: **GTA: London 1969**
- Interactivity Award: **Legend of Zelda: Ocarina of Time**
- Design Award: **Wipeout 3**
- Computer Programming Award: **Legend of Zelda: Ocarina of Time**

ISS IN LATE CHALLENGE

RELEASE A-SLIP SLIDING

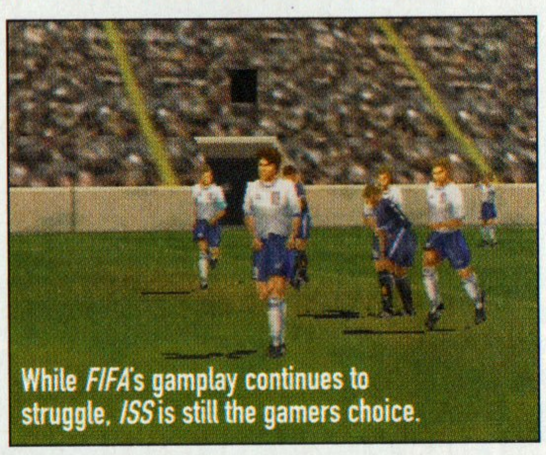
■ FOOTIE FANS FORCED TO WAIT TILL 2000 ■

The disease that is release date slippage has spread to Konami's headquarters and has infected *ISS Evolution*!



◀ *ISS Evolution* is virtually complete so the delay is doubly frustrating.

The undisputed king of football was due to kick off this November just in time for the Christmas rush, but now gamers will have to wait till March next year before they can get their kicks.



While *FIFA*'s gamplay continues to struggle, *ISS* is still the gamers choice.

Slippage has effected many top titles such as *Perfect Dark* and *Metropolis* both of which will also miss out on the Christmas software festivities.

But this means that *ISS* will avoid the competition from *UEFA Striker*, *FIFA 2000* and *This Is Football*. With FIFA 2000 almost certain to clean up this Christmas it looks like a wise (but ultimately disapointing move). Roll on March 2000 then.

SCANDAL MONGER!

WHAT'S IN A NAME?

***Jet X* is no more. The eagerly awaited flying/racing game from Curly Monsters, the development team that were responsible for the original *Wipeouts*, will not be released as *Jet-X*. The new title is – *Ngen*! It isn't too clear what prompted the change but an industry insider suggested the similarity with new N64 title *Jet Force Gemini* and '70s Wings hit *Jet* was responsible for the change in direction.**

BILL'S SMALL BOX!

Even though rulers of the world – Microsoft – have yet to confirm that they are working on their Mariner/X-box project, news is breaking that they are to release a handheld format as well. The computing giants hope to challenge the Game Boy Color which is also under pressure from the Neo Geo Pocket.

HAWK EYES N64!

***Tony Hawk's Pro Skater* has been so rad and gnarly on the PlayStation that it will now be rolling its way to N64 and Gameboy. The N64 conversion will be handled by Edge of Reality – of *Monster Madness* fame! It's a direct conversion and so the only difference will be the soundtrack which won't have as may songs. The handheld version will include a two-player mode via a link cable!**

" If you can't talk to your parents about sex, talk to a complete stranger."

Sexwise is a confidential advice line you can call any time from 7am to midnight. You can talk to us about anything to do with sex – from relationships to contraception.

The call's free and it won't show up on your phone bill.

Whatever **you** want to talk about, call Sexwise free on:

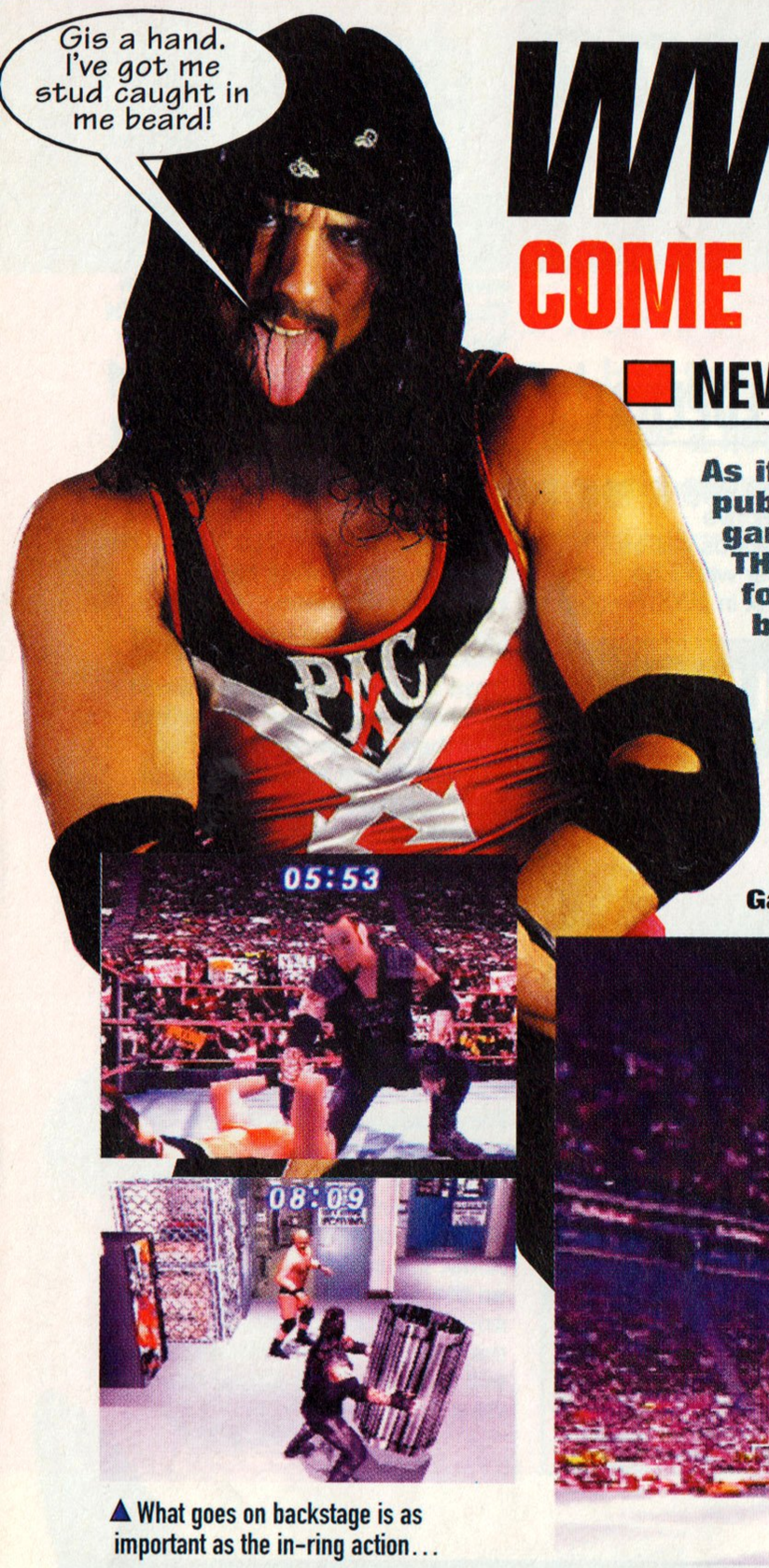
0800 28 29 30

• STOP PRESS • LUCASARTS CREATING STAR WARS TITLE FOR PLAYSTATION2!

WWF SMACKDOWN

COME ON! SMACK MY KITSCH UP!

NEW SCREENSHOTS ■ FOUR-PLAYER PSX SLUGFEST



▲ What goes on backstage is as important as the in-ring action...

As if the array of developers and publishers coming up with wrestling games isn't confusing enough already, THQ have announced new WWF titles for the PlayStation and Dreamcast, both with different names.

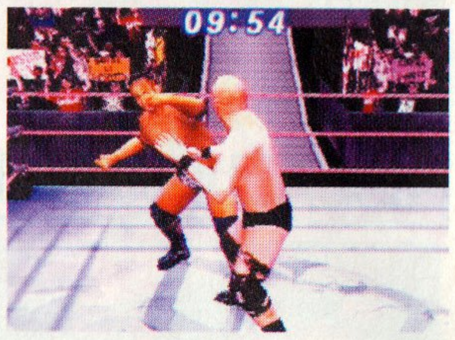
Hot on the heels of *WWF Wrestlemania 2000* – out for the N64 and Game Boy (it should be in the shops now) – comes THQ's first WWF game for the PlayStation.

While *Wrestlemania 2000* was developed by Asmik (who did ancient PSX grappler *Power Move Pro Wrestling*), the team behind *Smackdown* is Yukes, who are responsible for numerous Japanese grappling titles.

The name of THQ's first WWF game for the DC, and who the developers will be, is still unknown. But, we can be certain that all the games will boast the same key features.

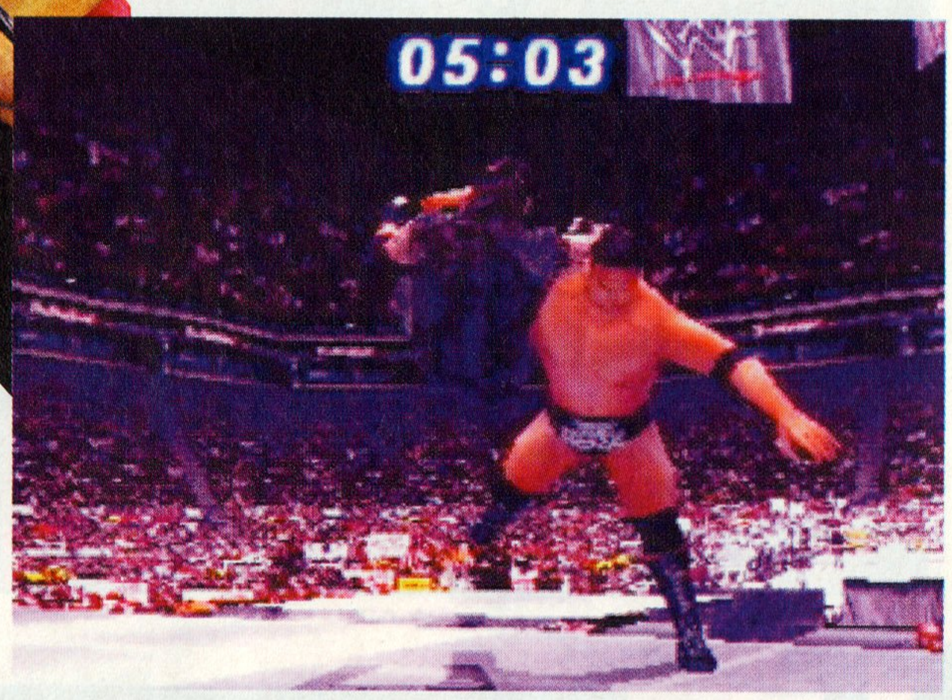
After Acclaim's seminal *WWF Attitude*, *Smackdown* will have a lot to prove. Included are all the standard games – Exhibition, Royal Rumble and the like – but there's also a brand new mode that should ensure *Smackdown* comes closer to recreating the atmosphere than any 'rassler yet.

While being able to fight backstage in EA's *WCW Mayhem* was a cool idea, it didn't really add anything to the gameplay. In *Smackdown*'s Story mode though, behind-the-scenes antics are central to your character's success. You can indulge other 'superstars' in a bit of banter as well as being able to head outside the arena. It's this section of the game that allows you to align yourself with other wrestlers, start new feuds or even have a quick bit of backstage scrappage, should you fancy it.



▲ Never have The Rock's eyebrows looked so well shaped. What a guy.

Looks-wise, this must rate as one of the most detailed wrestlers yet, with each character looking impressively life-like, while the ring and the arenas are also incredibly realistic-looking. It's due out around Easter and we'll have a full preview next issue.



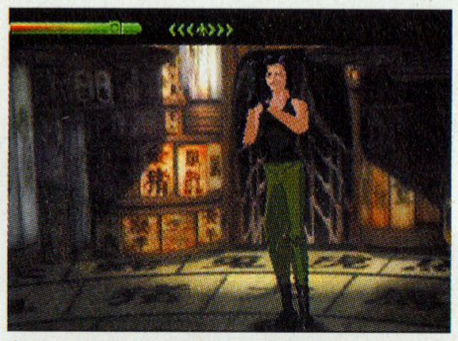
FEAR EFFECT

MAX FACTOR UP FOR REVISION

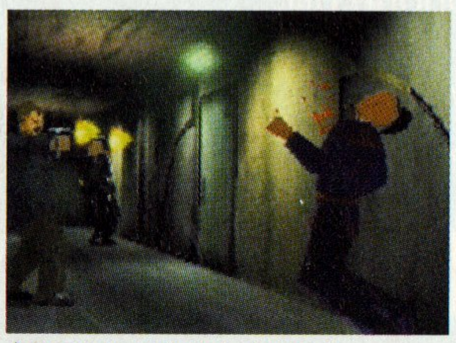
***Fear Factor*, Eidos's latest femme-fatal fronted gaming action, has undergone a name change. The Fear is no longer a Factor and now the noir action adventure will be called *Fear Effect*.**

It's nothing drastic but Eidos are keen to get everything just right as they try to kick off the new millennium with a potential hit.

Fear Effect will appear in the shops February next year and has already turned heads. The game's characters are Anime in styling with the whole game looking like a interactive cartoon. This, combined with cool new-bad-future chic and sophisticated animation, has impressed many. The game has you controlling a team of mercenaries attempting to find the missing daughter of a Triad leader. You swap control of the three characters as you negotiate the streets of Hong Kong while the story unfolds. We're out to preview this soon!



▲ *Fear Effect* is heavily stylised and features some cool Manga-style visuals.



▲ You're in control of a team of mercenaries in the streets of Hong Kong.

GEKIDO-URBAN ASSASSINS

STROLL 'N' SLAP FEST

THE RETURN OF THE GREMLINS

It'll be spring soon. The start of a new year, a new millennium in fact – a time to look to the future. But instead Gremlin will be offering a touch of retro with an attempt to resurrect the scrolling beat-em-up.

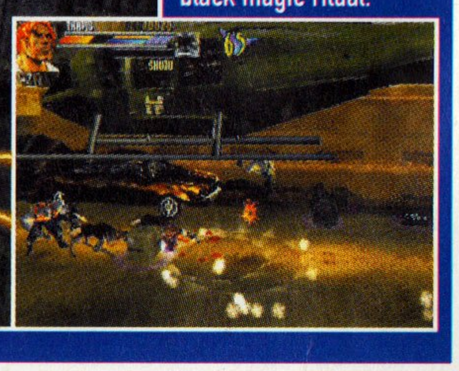
Gremlin have been absent from the gaming world for a fair while. We haven't heard a peep from them since their *Actua* days so it's nice to hear they are safe and well and have been working diligently on some fisticuffs for early next year. *Geiko – Urban Assassins* is a blast from the past, old skool scrolling beat-em-up in a *Streets of Rage* style.

Choosing from the six main characters, all blessed with their own unique blend of martial arts and attitude, you must batter your way through 17 levels of angry young men and evil bosses.

Unfortunately, games of this ilk have not fared well since the 16-Bit days. Lets just hope *Gekido* can buck the trend started by *Fighting Force*.

▲ *Double Dragon, Golden Axe, Dragon Ninja*: scrolling beat-em-up classics all.

◀ That Ready Brek glow fends off the baddies.



▼ Here's some dodgy black magic ritual.

GET ON-LINE AND ON THE ROAD WITH BSM!

TOUCH-SCREEN TECHNOLOGY TEACHES YOU TO DRIVE!

▲ Now you can practice the tricky multiple choice questions on one of BSM's smart touch-screen computers only to be found in BSM's test centres.

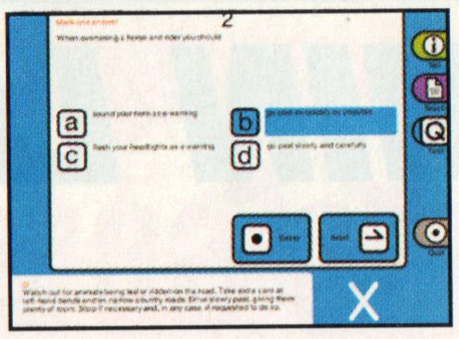
Attention learner drivers! Fancy getting behind the wheel in the new year? Did you know that you'll not only have to drive like pro but pass a new computerised multiple choice theory test before you get your license? Erk!

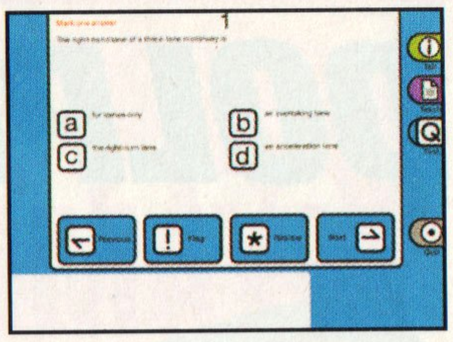
Well don't worry 'cos BSM – the UK's leading driver-training experts – have the latest technology to ensure that if you learn with them then your test will be a breeze!

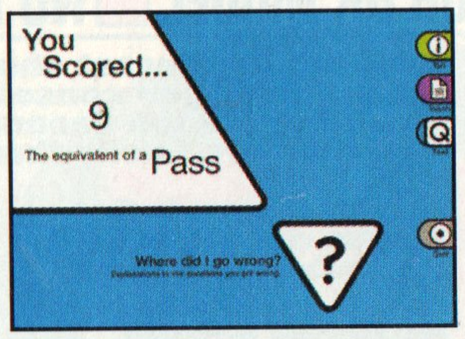
When you learn with BSM you will be given free access to the unique touch-screen PCs at your local BSM centre. It's loaded with all 850 of the Driving Standards Authority questions and you'll have the chance to practice by subject or at random, so when it comes to the real test you'll know exactly what you're doing. To pass you'll need to get 30 out of 35 questions right.

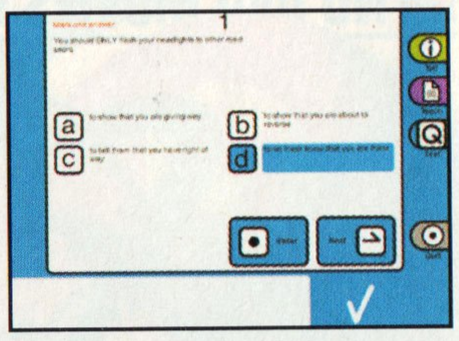
But that's not all! When you have mastered the theory you can practice using the BSM Driving Simulator. You'll learn to stop, start, steer and change gear so that even the most nervous of learners will get the hang of things before they get on the road for real!

And best of all, we've teamed up with BSM to give two lucky GM readers the opportunity to learn to drive for free! Each set of driving lessons is worth up to £600!





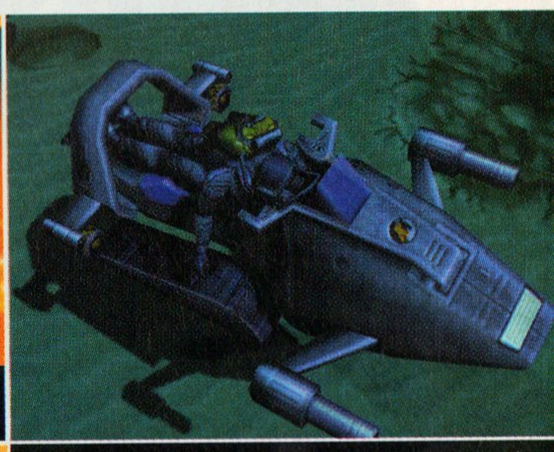


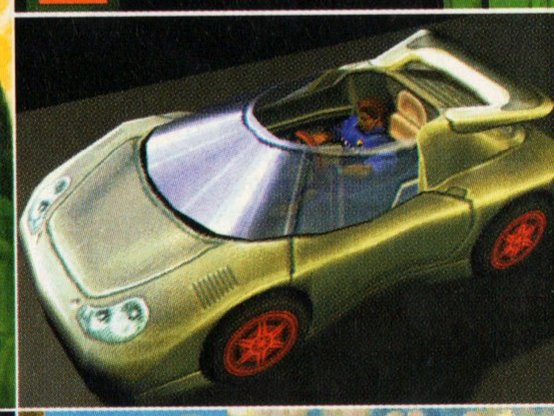


To be in with a chance of winning your lessons with Britain's Premier Driving school just tell us how many theory questions you need to pass:
(a) 850
(b) 30
(c) 35

Send your answers to:
I'll Have an L Please Blob,
Future Publishing,
GamesMaster, 30 Monmouth Street, Bath BA1 2BW

BSM
We won't fail you





Join the Elite. No training required.

PlayStation

Be a force for good. Action Man on PlayStation puts the world in your hands. Awesome 3D graphics bring your hero's world alive as you track terror across the globe. From desert hideout to the city streets, you must seek out danger, deploy high tech hardware and defend us all from the evils of Dr. X and his deadly pals. Think you're up to the job? Action Man on PlayStation. Don't just live the adventure, make it happen.

HASBRO Interactive

DOLPHIN LATEST

MIYAMOTO GOES PADDY

NO DVD MOVIES FOR UK MODEL ■ NO MODEM ON BOARD ■

With the Dreamcast showing the world just what a next-gen console can do and Sony checking out the second PlayStation's form, Nintendo are busily finalising all their details.

The latest news is that Dolphin will not be able to play DVDs. But a second type of Dolphin, a Matsushita branded model (Matsushita being the world's largest electronic hardware manufacturer, responsible for brands such as Panasonic and Technics) will retail at a much higher price. Unfortunately, this will most probably only be released in Japan.

Other news is that the Dolphin will have a modem, but Nintendo are monitoring the Dreamcast's progress before they decide whether it will come packaged with the system.

It's worth remembering that shrewd Sony are not including a modem with PlayStation2 in an attempt to keep costs down and stay abreast of the latest high-speed comms technology. Nintendo following their lead makes perfect sense.

Other news is that Ninty guru Shigeru Miyamoto (the man who invented Mario!) is currently taking a break from planning a new 'more adult' Mario game for Dolphin and putting his energies into developing a new joypad for the new machine.

The use of the analogue stick will be furthered and it will now feature analogue buttons, just like the PSX2. Aces.

In a particularly exciting development the new Game Boy will be able to link up with new console! Not surprising considering the handheld's popularity.

The release date is still quite vague but October 2000 has been kicked about by Nintendo. We shall see...

Nintendo®

EVOLUTION

FIRST NEXT-GEN RPG

NEW FOUND FANTASY FREEDOM

As the enduring success of *Final Fantasy* has proved you just can't get enough of those RPGs! So great news for all the DC owners in the house, as the new console is set to receive its own role playing magic in the form of *Evolution: The World Of Sacred Device*.

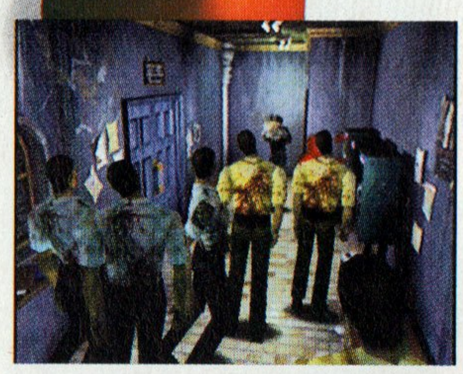
Set in the 1930's the story follows the fortunes of Mag Launcher, trying to emulate his parents who were both great explorers.

With the help of his pal, Linear Cannon, he must gain control of an ancient weapon call the Cyberframe before it falls into the wrong hands.

There are 150 multi-level dungeon environments that are randomly generated each time you play so there is absolutely chance of repetition.

This the first time an RPG has been able to exploit 128-Bits of gaming fuel so expectation is riding high.

▼ The battles feature ace effects.



▲ Remember this bit? Well it's back and sharper-looking than ever.

RES EVIL 2

DREAMCAST ON THE RESI TIP

SECOND CONVERSION ■ BUT IS IT STILL THE SAME? ■

***Resident Evil 2* will soon be bathing it's flesh-dripping, manky body in the next generation jacuzzi, with the first sequel to the 32-Bit 'survival horror' classic soon to be available on the 128-Bit Dreamcast.**

The T-virus has now infected all the major formats with the N64 and even the Game Boy getting a piece of the zombie pie.

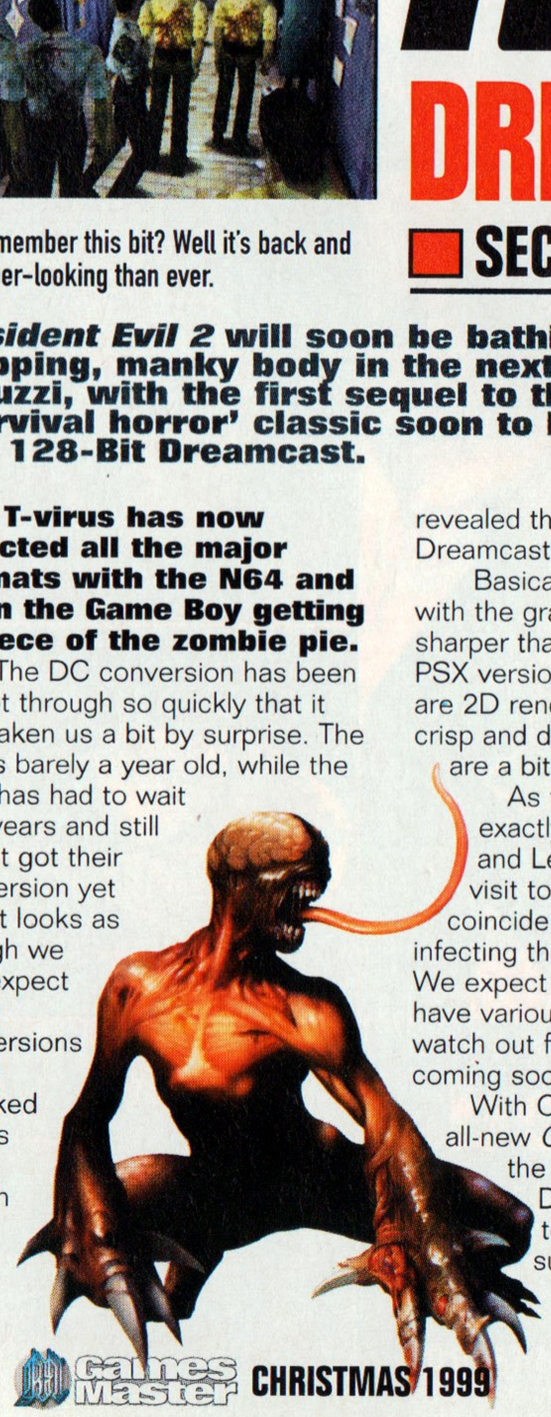
The DC conversion has been swept through so quickly that it has taken us a bit by surprise. The DC is barely a year old, while the N64 has had to wait two years and still hasn't got their conversion yet

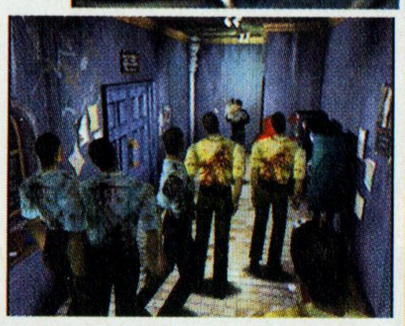
It looks as though we can expect many conversions being knocked out as last month we revealed that *Shadowman* is also Dreamcast bound.

Basically it's all high-res-evil with the graphics noticeably sharper than both the N64 and PSX versions. The backgrounds are 2D rendered but much more crisp and dry, while the characters are a bit more defined.

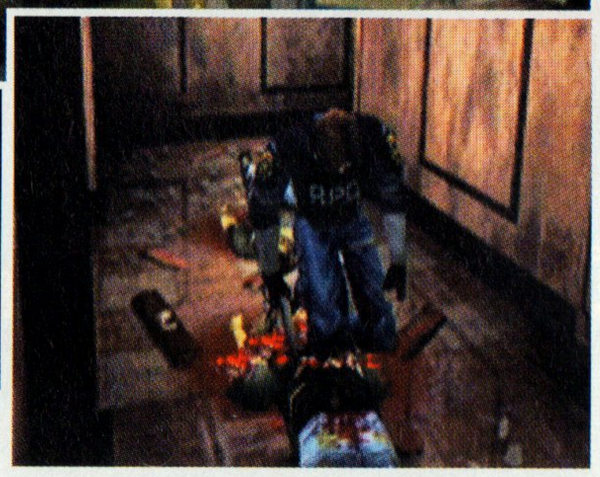
As for the action, it's exactly the same, with Claire and Leon both timing their visit to Racoon City to coincide with the T-Virus infecting the local Racoonians. We expect the final version to have various new secrets so watch out for our preview coming soon.

With Capcom releasing the all-new *Code Veronica* on the Sega console, the DC seems the place to be for survival horror.



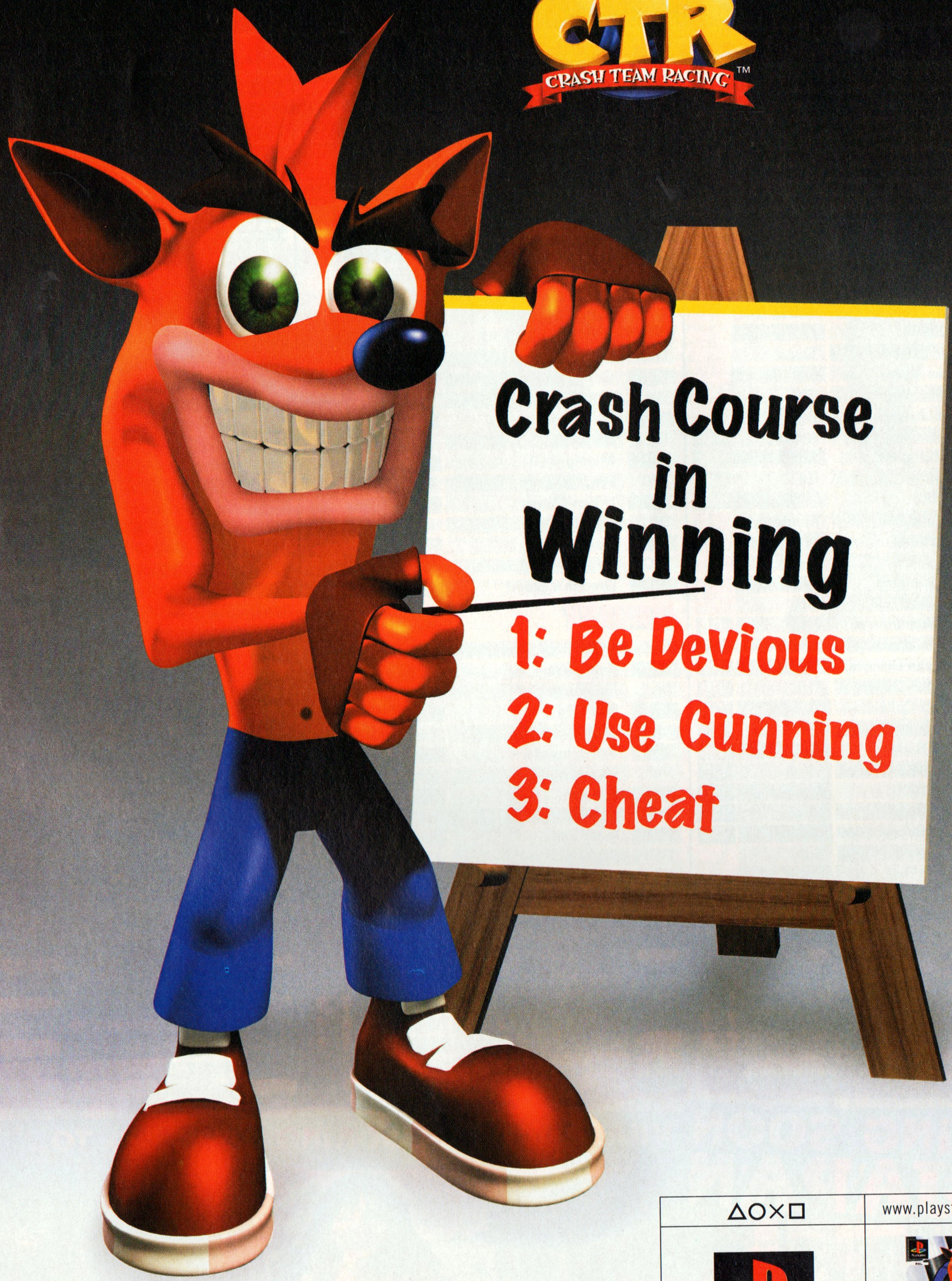


▲ Hmm, if you already own *Resi 2* on PSX then this is nothing new.



YOU'VE GOT TO BE BAD TO BE GOOD.

CTR
CRASH TEAM RACING™



ON YOUR MARKS. GET SET. GO KARTING.

△○×□	www.playstation.co.uk/ctr
PlayStation®	
DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION	

'PlayStation' and 'PlayStation' are registered trademarks of Sony Computer Entertainment Inc.

CTR (Crash Team Racing) © 1999 Sony Computer Entertainment America Inc. Source Code © Naughty Dog, Inc. Developed by Naughty Dog Inc. CTR and Crash Team Racing and related characters TM & © 1999 Universal Interactive Studios, Inc. All rights reserved.

NAUGHTY DOG

BEATTIES Models Hobbies Toys Games

BUY CRASH TEAM RACING AT BEATTIES AND GET A FREE SONY 1MB MEMORY CARD WHILE STOCKS LAST. PLEASE CALL 01252 810600 FOR BEATTIES DIRECT.

COMING SOON!

GAMESMASTER'S ESSENTIAL GAMING CALENDAR

With three revolutionary consoles on the horizon and the Dreamcast proving itself in both the conventional and on-line gaming realms, the future is so blinding bright for global gamers that only an opaque set Oakleys can hope to save your retinas. It's the stuff of digital legends, it's a time of change and songs of this epoch will be sung round virtual fires in the clan houses of our minds. Come, let's have a knees-up!

DECEMBER

3rd	Dune 2000	EA	PSX
3rd	Mary King Riding Star	Midas	PSX
3rd	Music 2000	C/Masters	PSX
3rd	Official F1 Racing	Eidos	PSX
3rd	Tomorrow Never Dies	EA	PSX
3rd	War of the Worlds	GTI	PSX
3rd	Warpath: Jurassic Park	EA	PSX
3rd	Armourines	Acclaim	N64
3rd	Donkey Kong 64	THE	N64
3rd	NBA 2000	EA	N64
3rd	WWF 2000	THQ	N64
3rd	Chess '99	Mindscape	PC
3rd	Quake 3 Arena	Activision	PC
3rd	Police Quest SWAT 3	Sierra	PC
3rd	Ultima Ascension	EA	PC
3rd	Wheel of Time	GTI	PC
3rd	Alice in Wonderland	THE	GB
3rd	Armourines	Acclaim	GB
3rd	Barbie Ocean Discovery	Mattel	GB
3rd	Game Watch Gallery 3	THE	GB
3rd	Konami GB Collection	Konami	GB
3rd	Mickey Mouse Racing	THE	GB
3rd	Star Wars Racer	THE	GB
3rd	Jimmy White's Cueball	Virgin	DC
3rd	NFL QBC 2000	Acclaim	DC
3rd	Resident Evil 2	Virgin	DC
3rd	Worldwide Soccer 2000	Sega	DC
7th	Gran Turismo 2	Sony	PSX
10th	Cybershock Pad	Sony	PSX
10th	Hellnight	Sony	PSX
10th	Jimmy White's Cueball	Virgin	PSX
10th	WCW Mayhem	EA	N64
10th	FIFA 2000	EA	GB
10th	Micro Machines Twin	C/Masters	GB
10th	Fighting Force 2	Eidos	DC
10th	Revolt	Acclaim	DC
10th	Tee Off	Sega	DC
17th	Die Hard Trilogy 2	Fox	PSX
17th	Discworld Noir	GTI	PSX
17th	South Park Rally	Acclaim	PSX
17th	South Park Rally	Acclaim	N64
17th	South Park Rally	Acclaim	PC
17th	Resident Evil	Virgin	GB
17th	Yoda Stories	Virgin	GB
17th	South Park Rally	Acclaim	DC
17th	Bass Fishing	Sega	DC
18th	Tonic Trouble	Ubisoft	PSX
31st	Diablo 2	EA	PC
TBC	Earthworm Jim 3D	Interplay	PSX
TBC	Renegade Racers	GTI	PSX
TBC	Urban Chaos	Eidos	PSX
TBC	Earthworm Jim 3D	Interplay	N64
TBC	A-10 Warthog	EA	PC
TBC	Conquest Frontier Wars	Interplay	PC
TBC	Drakan	GTI	PC
TBC	Daikatana	Eidos	PC
TBC	Messiah	Interplay	PC
TBC	Midnight GT	Infogrames	PC
TBC	Pro X Racing	GTI	PC
TBC	Urban Chaos	Eidos	PC
TBC	Casper	Infogrames	GB
TBC	Gex 3	Eidos	GB
TBC	Street Fighter Alpha	Virgin	GB
TBC	Dragon's Blood	Sega	DC

JANUARY

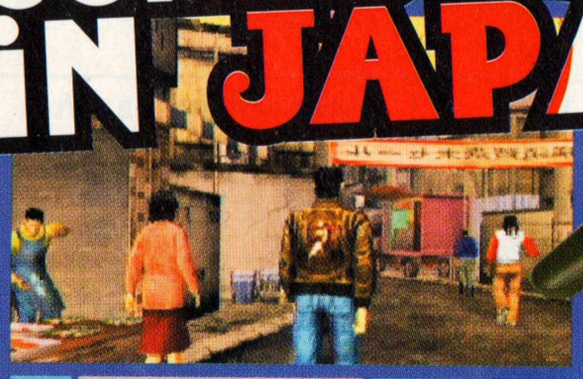
7th	Um Jamma Lammy	Sony	PSX
7th	Raven War	GTI	PC
7th	Plasma Sword	Sega	DC
7th	Red Dog	Sega	DC
7th	Take The Bullet	Sega	DC
7th	Space Invaders	Activision	GB
14th	Eagle One	Infogrames	PSX
14th	Snooker	Sony	PSX
14th	40 Winks	GTI	N64
14th	Asteroids	Activision	N64
14th	Battlezone	Crave	N64
14th	Paperboy	Activision	N64
14th	Resident Evil 2	Virgin	N64
14th	Carmageddon Rally	SCI	PC
14th	Force Commander	Activision	PC
14th	Lords of the Realm 3	Sierra	PC
14th	USM 2000	Sierra	PC
21st	NBA 2000	Sega	DC
21st	Street Fighter Alpha 3	Virgin	DC
21st	Virtua Striker 2	Sega	DC
28th	Caesar's Palace 2000	Interplay	PSX
28th	Jimmy White's Cueball	Interplay	GB
28th	Caesar's Palace 2000	Interplay	DC
TBC	Beatmania Europe	Konami	PSX
TBC	Big Bang	GTI	PC
TBC	Middle Earth	GTI	PC
TBC	Navy SEALS	Eidos	PC
TBC	Rampage Universal Tour	GTI	GB
TBC	Ready 2 Rumble	Midway	GB
TBC	Res Evil Code Veronica	Eidos	DC

FEBRUARY

4th	Fear Factor	Eidos	PSX
4th	PocketStation	Sony	PSX
4th	X-Men	Virgin	PSX
4th	X-Men	Virgin	N64
4th	Delta Force 2	Novastorm	PC
4th	Pokémon Pinball	THE	GB
11th	Formula One	Eidos	PSX
11th	ICC Cricket	EA	PSX
11th	Wrestlemania 2000	THQ	PSX
11th	Starcraft 64	THE	N64
11th	Starship Troopers	Hasbro	PC
11th	Int Track & Field	Konami	GB
18th	Alien Resurrection	Fox	PSX
18th	Baldur's Gate	Interplay	PSX
18th	Int Track & Field 2	Konami	PSX
18th	ISS Pro Evolution	Konami	PSX
18th	Res Evil3: Nemesis	Eidos	PSX
18th	Alien Resurrection	Fox	PC
18th	Max Payne	GTI	PC
18th	Shogun: Total War	GTI	PC
18th	The Sims	EA	PC
19th	Smurfs	Infogrames	GB
25th	Road Rash Unchained	EA	PSX
25th	Saboteur	Eidos	PSX
25th	Nightmare Creatures 2	Kalisto	N64
TBC	This is Football	Sony	PSX
TBC	Dark Forces 3: Obi Wan	Activision	PC
TBC	Disciple Sacred Lands	GTI	PC
TBC	Freelancer	Microsoft	PC
TBC	Hostile Waters	Rage	PC
TBC	Loose Cannon	Activision	PC
TBC	Rally Masters	Infogrames	PC
TBC	Team Fortress 2	Sierra	PC
TBC	Starlancer	Microsoft	PC
TBC	Star Trek – Armada	Activision	PC
TBC	Star Trek – Voyager Elite	Activision	PC
TBC	Premier Manager 2K	Infogrames	PC
TBC	MDK 2	Interplay	DC
TBC	Metropolis Street Racer	Sega	DC

COMING SOON IN JAPAN

WHAT THEY'RE LOOKING FORWARD TO...



TBC Shenmue — Sega — DC

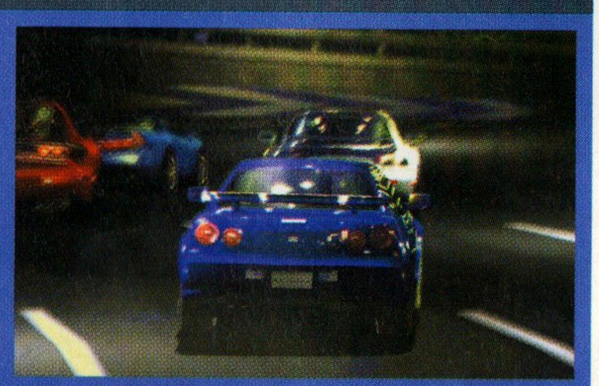
Sega are still rating this as the best thing ever. Now where have we heard that before?

TBC PlayStation2 — Sony — PS2

Of course when this baby hits the streets Sega could well be eating those words, big time.

TBC Final Fantasy 9 — Sony — PS2

The last two games grossed more money than your average small country – this one will be bigger.



TBC GT 2K — Sony — PS2

More real than driving down the M25, and a hell of a lot faster we hope. The best looking racer ever, ever, EVER!!!!

THE ONES TO WATCH OUT FOR!

Time to be nice to those relatives!

Do you really want that knitted sweater with a Teletubby on it? Well that's what your nan's going to get you unless you tell her now what's going on your list. Phone her, write to her, be as squeaky clean as you can. Whatever it takes to get your hands on these biggies this Christmas. You know you want 'em.

Dec | Donkey Kong 64 | THE | N64

This year's Christmas N64 bundle should give the Ninty machine a much needed bunk up against the DC.

Dec | Gran Turismo 2 | Sony | PSX

Shame it's not going to be here by Christmas, but hopefully we'll be seeing it early in the new year.

MARCH

3rd	World Cup Rugby	EA	PC
10th	Mario Artist & Camera	THE	N64
10th	Perfect Dark	THE	N64
17th	Spiderman	Activision	PSX
17th	Spiderman	Activision	N64
TBC	Jeremy McGrath 2000	Acclaim	PSX
TBC	Jeremy McGrath 2000	Acclaim	N64
TBC	Pokémon Snap	THE	N64
TBC	Babylon 5	Interplay	PC
TBC	Incoming Forces	Infogrames	PC
TBC	Jeremy McGrath 2000	Acclaim	PC
TBC	Jeremy McGrath 2000	Acclaim	GB

TO BE CONFIRMED

JUN	Black & White	EA	PC
JUN	Pokémon Yellow	THE	GB
SEP	Pokémon Stadium	THE	N64
TBC	Actua Soccer 4	Infogrames	PSX
TBC	Alien Breed Conflict	Infogrames	PSX
TBC	Alone in the Dark 4	Infogrames	PSX
TBC	Castlevania	Konami	PSX
TBC	C&C Renegade	EA	PSX
TBC	Crash Bandicoot 4	Sony	PSX
TBC	Deadly Pursuit	Fox	PSX
TBC	ECW Wrestling	Acclaim	PSX
TBC	Evil Dead	THQ	PSX
TBC	F1 2000	Sony	PSX
TBC	FIFA 2001	EA	PSX
TBC	Fighting Force 2	Eidos	PSX
TBC	GTA 3	Take Two	PSX
TBC	Hogs of War	Infogrames	PSX
TBC	Ngen	Infogrames	PSX
TBC	Premier League Stars 2K	EA	PSX
TBC	Radical Bikers	Infogrames	PSX
TBC	Ronaldo Football	Infogrames	PSX
TBC	Test Drive 6	Infogrames	PSX
TBC	Theme Park World	EA	PSX
TBC	Tomb Raider 5	Eidos	PSX
TBC	UFC Fighting	Crave	PSX
TBC	Wacky Racers	Infogrames	PSX
TBC	WWF Smackdown	THQ	PSX
TBC	Zelda Gaiden	THE	N64
TBC	Aliens Vs Predator	Fox	PC
TBC	Alien Breed Conflict	Infogrames	PC
TBC	Alone in the Dark 4	Infogrames	PC
TBC	Shadoman 2	Acclaim	PC
TBC	C&C Renegade	EA	PC
TBC	Champ Manager 4	Eidos	PC
TBC	Evil Dead	THQ	PC
TBC	F/A 18	EA	PC
TBC	FIFA 2001	EA	PC
TBC	Flight Combat	EA	PC
TBC	GTA 3	Take Two	PC
TBC	Hidden & Dangerous 2	Take Two	PC
TBC	Hogs of War	Infogrames	PC
TBC	Planescape Torment	Interplay	PC
TBC	Premier League Stars 2K	EA	PC
TBC	Real Neverending Story	GTI	PC
TBC	Roller Coaster Tycoon 2	Hasbro	PC
TBC	Tomb Raider 5	Eidos	PC
TBC	Pokémon Silver	Nintendo	GB
TBC	Pokémon Gold	Nintendo	GB
TBC	Actua Soccer	Infogrames	DC
TBC	Alone in the Dark 4	Infogrames	DC
TBC	Baldur's Gate	Interplay	DC
TBC	Castlevania	Konami	DC
TBC	Crazy Taxi	Sega	DC
TBC	Croc	Fox	DC
TBC	Deadly Pursuit	Fox	DC
TBC	GTA 3	Take Two	DC
TBC	Planet of the Apes	Fox	DC
TBC	Quake 3	Activision	DC
TBC	Ronaldo Football	Infogrames	DC
TBC	Shenmue	Sega	DC
TBC	Speed Devils	Ubisoft	DC
TBC	Turok	Acclaim	DC
TBC	UFC Fighting	Crave	DC
TBC	Wacky Racers	Infogrames	DC
TBC	Wrestlemania 2000	THQ	DC
TBC	Zombie Revenge	Sega	DC
TBC	PlayStation 2	Sony	PS2
TBC	C&C Renegade	EA	PS2
TBC	Castlevania	Konami	PS2
TBC	Crash Bandicoot	Sony	PS2
TBC	F1 2000	Sony	PS2
TBC	FIFA	EA	PS2
TBC	Final Fantasy 9	Sony	PS2
TBC	Gran Turismo 2000	Sony	PS2
TBC	ISS Soccer	Konami	PS2
TBC	NHL 2000	EA	PS2
TBC	Obi Wan: Dark Forces 3	Activision	PS2
TBC	PGA Golf	EA	PS2
TBC	Quake 3	Activision	PS2
TBC	Tekken Tag	Sony	PS2
TBC	Tomb Raider	Eidos	PS2
TBC	Turok	Acclaim	PS2
TBC	Wipeout 4	Sony	PS2
TBC	WWF	THQ	PS2
TBC	Dolphin	Nintendo	DOL
TBC	Castlevania	Konami	DOL
TBC	ISS Soccer	Konami	DOL
TBC	Mario	Nintendo	DOL
TBC	Pilotwings	Nintendo	DOL
TBC	Turok	Nintendo	DOL
TBC	Zelda	Nintendo	DOL
TBC	Banjo Kazooie	Nintendo	DOL

All release dates are correct at time of going to press but are liable to change at any time, especially the ones for later in the year.

CONNEXION!

If you've got a problem, or want to know when a game is coming out, who ya gonna call?

Acclaim
(0171) 344 5000
Moreau House, 112-120 Brompton Road, Knightsbridge, London SW3 1JJ

Activision
(01895) 456 700
Gemini House, 133 High Street, Yiewsley, West Drayton, Middlesex UB7 7QL

Bullfrog
(01483) 579 399
The Mana House, Unit 1A, Guildford Business Park, Guildford, Surrey GU2 5AG

Cendant
(0118) 920 9100
2 Beacontree Plaza, Gilette Way, Reading RG2 DBS

Codemasters
(01926) 814 132
Lower Farm House, Stoneythorpe, Southam, Warks CV33 0DL

Core Design
(01332) 297 797
55 Ashbourne Road, Derby DE22 3FS

Datel Electronics
(01785) 810 838
Stafford Road, Stone, Staffs ST15 0DG

Eidos Interactive
(0181) 636 3000
Wimbledon Bridge House 1 Hartfield Road, Wimbledon, London SW15 1PR

Electronic Arts
(01753) 549 442
90 Heron Drive, Langley, Berks SL3 8XP

Empire Interactive
(0181) 343 7337
The Spires, 677 High Road, North Finchley, London N12 0DA

Gremlin Interactive
(0114) 263 9900
The Green House, 33 Bourdon Street, Sheffield S1 4XA

GT Interactive
(0181) 222 9700
The Old Grammar, 248 Marylebone Road, London NW1 6JT

Hot Gen Studios
(0181 288 3616)
Airport House Purley Way, Croydon, Surrey, CRO 0XZ

Infogrames
(0161) 827 8000
21 Castle Street, Castlefield, Manchester M3 4SW

Interplay
(01628) 423 666
Harleyford Manor Harleyford, Marlow, Bucks, SL7 2DX

Konami
(01895) 470 503
Konami House, 54a Cowley Mill Road, Uxbridge, Middlesex

Maxis
(0171) 505 1500
Caledonia House, 223 Pentonville Road, London

Microsoft UK
(01734) 270 001
Microsoft Plaza, Winnersh Triangle, Wokingham, Berks, RG11 5TT

Mindscape
(01293) 651 300
Tilgate Forest Business Park, Brighton Road, Crawley, West sussex, RH11 9BP

Nintendo Hotline
(01703) 652222

Infogrames
(0161) 827 8000
21 Castle Street, Castlefield, Manchester M3 4SW

Psygnosis
(0151) 282 3000
Napier Court, Wavertree Technology Park, Liverpool L13 1EH

Sega Europe
(0181) 995 3399
266-270 Gunnersby Avenue, London, W4 5QB

Sony UK
(0171) 533 1400
PlayStation Careline PO Box 2047, London W1V 2LP

Take Two
(01753) 854 444
Hogarth House, 29-31 Sheet Street, Windsor, Berks, SL4 1BY

Team 17
(01924) 267776
Longlands House, Wakefield Road, Ossett, West Yorkshire, WF5 9JS

Telstar Electronic Studios
(01932) 222 232
The Studio, 62-64 Bridge Street, Walton-on-Thames, Surrey KT12 1AP

THE Games
(01703) 653377
Parnham Drive Boyatt Wood Eastleigh Hampshire

THQ International
(01483) 767 656
4 The Parade, Epsom, Surrey KT18 5DH

Ubi Soft
(0181) 944 9000
Vantage House, 1 Weir Road, Wimbledon, London SW19 8UX

Virgin Interactive Entertainment
(0171) 551 4222
2 Kensington Square, London W8 5RB

CHARTS

WHO'S BUYING WHAT ALL AROUND THE WORLD

THE UK TOP 10

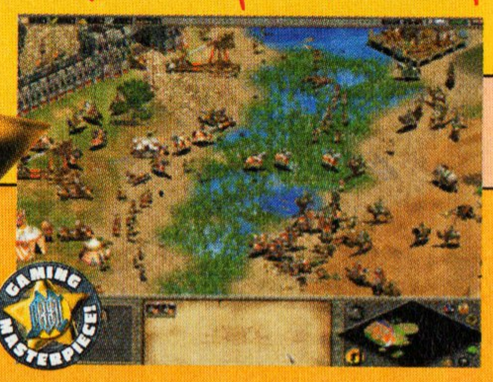
NUMBER 1

Final Fantasy 8

FORMAT	PRICE: £40	GM VERDICT	97%
PlayStation	FROM: SQUARESOFT		

One of the most eagerly awaited games of all time has not crumbled under the pressure of expectation and has delivered. Thousands of gamers have said goodbye to their friends, loved ones and their lives in general and entered the world of magic, swords that are like guns and fur lined coats! Many have said "Its the best game in the world ever." Others have said "I must give it a go some time," while the rest simply mumbled.

NUMBER 2

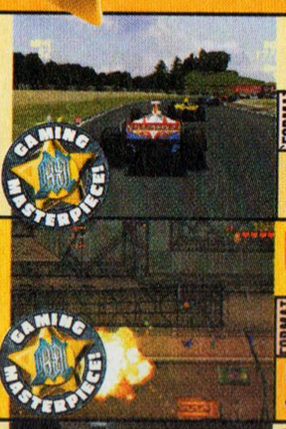


Age of Empires 2

FORMAT	PRICE: £35	GM VERDICT	92%
PC	FROM: MICROSOFT		

Ever had dreams about ruling the world and then getting all the people you don't like into a big field and forcing them to drink bleach? No me neither, but if you fancy trying your hand creating new worlds form scratch *Age of Empires 2* is the baby set to dethrone *Civilisation 2* as the king of the God sims. PC owners have propelled this to number two in the charts showing a megalomaniac desire to control the world that calls them sad geeks.

3



Formula 1 '99

FORMAT	PRICE: £40	GM VERDICT	90%
PlayStation	FROM: PSYGNOSIS		

Return to form for the annaly retentive, detailed driving sim.

4

The Phantom Menace

FORMAT	PRICE: £35	GM VERDICT	75%
PlayStation	FROM: ACTIVISION		

Not a great game, not a great film so we're all a little disappointed.

5

Grand Theft Auto 2

FORMAT	PRICE: £35	GM VERDICT	90%
PlayStation	FROM: TAKE TWO		

More cheeky scampster crime and violence – oooh naughty!

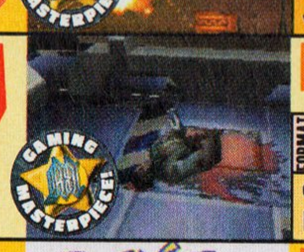
6

LMA Manager

FORMAT	PRICE: £35	GM VERDICT	91%
PlayStation	FROM: CODEMASTERS		

Not to be confused with much underrated *Limahl Manager*.

7



Dino Crisis

FORMAT	PRICE: £40	GM VERDICT	93%
PlayStation	FROM: CAPCOM		

Oh no I've spilt some dinos and I'm out of kitchen towel!

8

Pokémon Red

FORMAT	PRICE: £25	GM VERDICT	94%
GAME BOY	FROM: NINTENDO		

Tiny little revolutionary creatures that followed Marx. Crazy!

9

Pokémon Blue

FORMAT	PRICE: £25	GM VERDICT	94%
	FROM: NINTENDO		

The X-rated monsters that like smutty jokes and jazz mags. Filthy!

10

Tarzan

FORMAT	PRICE: £35	GM VERDICT	56%
PlayStation	FROM: DISNEY		

Monkey boy see, monkey boy do. Monkey boy poo more like!

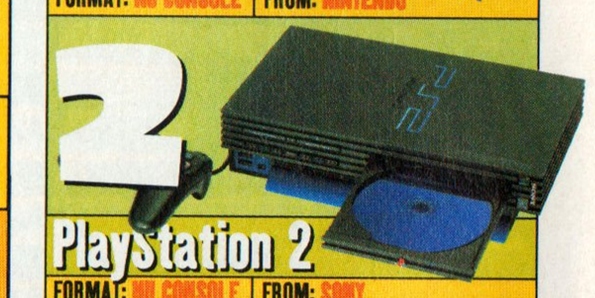
Readers MOST WANTED

NUMBER 1

Dolphin

FORMAT: NU CONSOLE | FROM: NINTENDO

2



Playstation 2

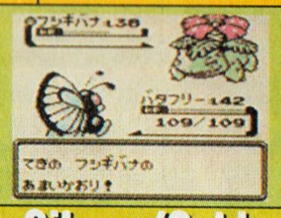
FORMAT: NU CONSOLE | FROM: SONY

3

Shenmue

FORMAT: DC | FROM: SEGA

4



Pokémon Silver/Gold

FORMAT: GBC | FROM: NINTENDO

5

Perfect Dark

FORMAT: N64 | FROM: RARE

6	MS Mariner
7	PSX iSS Evolution
8	GB New Game Boy
9	PSX 2 Tekken 4
10	PC Quake 3

HOW TO VOTE

Updated monthly! Send us YOUR three desires right now, smartest suggestion wins a game! (Let us know what machine you own.) Most Wanted, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW

OBSCURE FACTS

Since the PSX was reduced to $99 in the US, Sony have sold 1million units taking the total sales in North America to 21 million consoles. That's just over one in every five domestic households.

Japan TOP 10

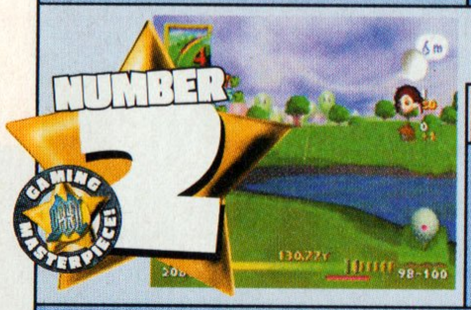
NUMBER 1

Bio Hazard 3

FORMAT	IMP PRICE: £40	GM VERDICT	94%
PlayStation	FROM: CAPCOM		

The latest survival horror kickin' it to ya straight outta Racoon, larging it with the zombie massive and a massive zombie. Spook!

NUMBER 2



Mario Golf

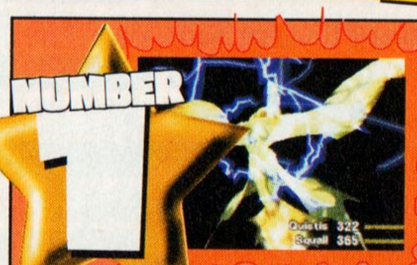
FORMAT	IMP PRICE: £40	GM VERDICT	87%
N64	FROM: NINTENDO		

After a hard day fixing sinks and generally hopping about, Mario gets to enjoy a few rounds with Brucie and Tarby. Enjoy.

3	PSX Derby Station '99	4	PSX Dragon Quest
5	N64 Super Smash Bros	6	PSX World Soccer
7	PC Marjan 2	8	N64 Pokémon Stadium
9	PSX Dance Revolution	10	PC Classic Shanghai

US TOP 10

NUMBER 1

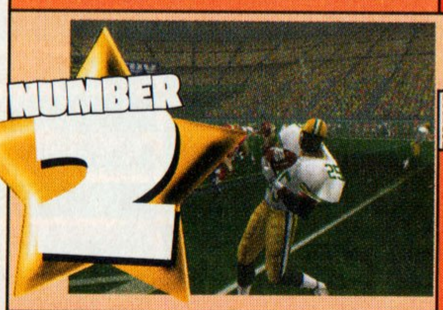


Final Fantasy 8

FORMAT	PRICE: £40	GM VERDICT	97%
PlayStation	FROM: GTi		

It's a global phenomenon! Moody looking men with large tools and ladies with magic fingers. It couldn't fail!

NUMBER 2



NFL 2000

FORMAT	PRICE: £40	GM VERDICT	N/A
	FROM: SEGA		

More grid iron action, this time courtesy of the Dreamcast. Probably the most realistic sports sim available today!

3	N64 Madden 2K	4	GBC Pokémon Red
5	GBC Pokémon Blue	6	DC Sonic Adventure
7	GBC Pokémon Pinball	8	PSX GT Racing
9	DC Soul Calibur	10	N64 Pokémon Snap

THE GAMESMASTER CHRISTMAS GIVEAWAY

YOU MAY ALREADY BE A WINNER!

Nine lucky GM readers will have found an extra free gift in this issue of GamesMaster because those sneaks at HMV have put nine special golden vouchers in random issues. If you've come across one while wading through your freebies then don't just bin it. Call the number on the voucher to report to GM HQ and give us the secret password on your ticket to claim your prize! There's Dreamcasts, PlayStations, N64s, Game Boy Colors and subscriptions up for grabs!

No ticket? All is not lost! We've kept the tenth lucky ticket just for you! Answer the question below and send it in to GM Golden Giveaway, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. All the right answers will go into a hat and one will win a lucky voucher to claim this kick-ass top-whack PC. Just the ticket for playing all the hottest games in total luxury. Just tell us who is Saint Nicholas? Good luck!

GamesMaster Lucky Ticket
You've won top PC courtesy of the GM team!
Phone 01225 442244 extension 2151 9.30am to 6pm Monday to Friday and quote the following top secret password to claim your prize!
The Power To Deliver

THE ALL-STAR PRIZE LINE-UP

This is the prize cast of this month's big competition. If you have a voucher or get pulled out of the hat, then one of these will be on its way to you – you lucky blighter.

- A mutt's nutts PC
- 2 PlayStations
- 2 Dreamcasts
- 2 N64s
- 2 Game Boy Colors
- A year's subscription to GamesMaster!

HMV

All Lucky Ticket prizes have been supplied by those amazing blokes at HMV – the best place to buy all your games. God bless 'em!

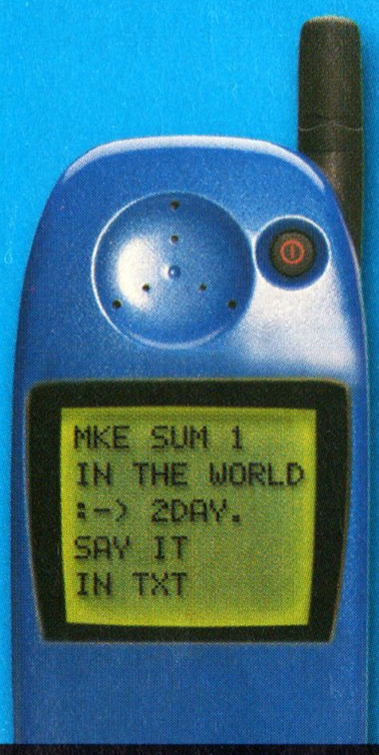
RULES:

- Closing date for entries is 30 December 1999.
- The competition is not open to employees of Future Publishing, their families, friends, pets and Ollie's missus.
- Dan's decision is final, so don't argue 'cos he's a fan belt in Toyota.

*PC may differ to machine shown here, but will be of similar spec

‘R U GAME 4 IT 2NITE?’

Sending text messages is the fast, fun way of staying in touch in secret and in silence. In short it’s a great way to communicate with family and friends wherever they are, for just 12p (incl. VAT). Distance and time are no problem, as you can send a text message to most digital phones in the UK and many networks around the world. Why not check it out for yourself, by sending a text message free to **9786** and we’ll send you one back. For further details refer to your user guide or visit our website at **www.vodafone.co.uk**



When you really have something to say-
say it in text

the ✉ is vodafone

ATTRACT MODE

WE TO KEEP YOU UP TO DATE!

Donkey Kong 64 (N64) 22
South Park Rally (N64).....26
Die Hard Trilogy 2 (PSX) 28
Xena Warrior Princess ((N64) 30
Crazy Taxi (DC).....32
Re-Volt (DC).....33

WATCH OUT FOR FIRST IMPRESSIONS

WE'VE PLAYED ALL THE NEWEST GAMES AND CAN TELL YOU JUST HOW THEY'RE SHAPING UP.

page 22

DONKEY KONG 64

MONKEY BUSINESS ON THE N64. WILL YOU BE GOING APE OVER THIS?

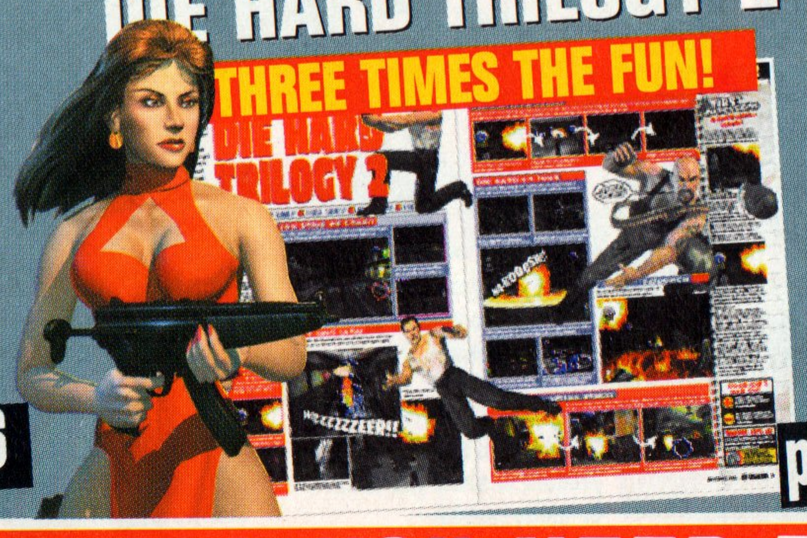
SOUTH PARK RALLY

CARTMAN'S MARIO KART

p26

DIE HARD TRILOGY 2

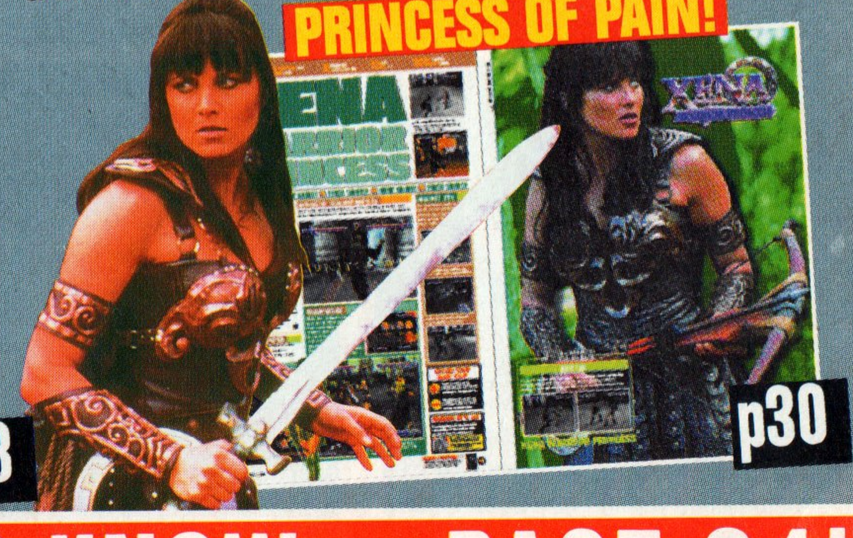
THREE TIMES THE FUN!



p28

XENA WARRIOR PRINCESS

PRINCESS OF PAIN!



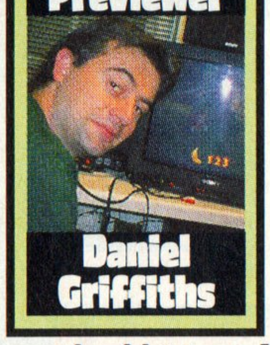
p30

NEO GEO POCKET! ALL YOU NEED TO KNOW – PAGE 34!

DATA ▶ FORMAT PREVIEWED: N64 PRICE: £60 OUT

DONKEY KONG 64

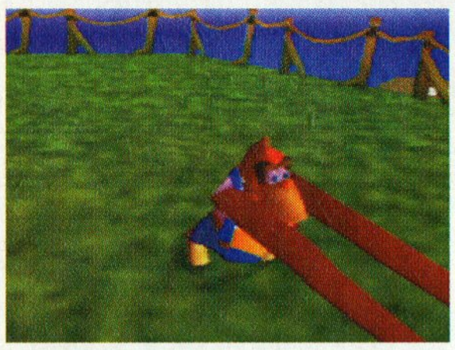
Previewer

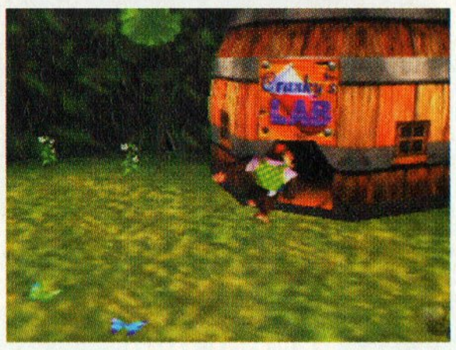


Daniel Griffiths

Donkey! Diddy! Lanky! Chunky! Tiny! They're kongs! They're in 3D! And THEY'RE BACK! it's the biggest N64 game of the year and it'll drive you monkey nuts!

NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS!





Okay. While this is just a preview of Nintendo's biggest game of the year, it is based on a near complete version.

So, although we can't review it *just* yet we can (furtive look over shoulder...) let you know that *DK64* is awesome!

The eagerly awaited sequel to the three huge-selling *Donkey Kong Country* SNES games (who were themselves 'sequels' to the ages old *Donkey Kong* arcade game) finally pops the world of Diddy, Daisy and, of course, Donkey into luscious 3D. In fact, such is the graphical lushness on offer that the game MUST be played with an N64 expansion pak in place, and actually comes bundled with one, which will doubtless miff all the punter's who've already lashed out. Hmm...

While the no-show of *Perfect Dark* this crimbley upset all of us it looks as if *DK64* will more than make up for the loss, reeking of pure quality from every sweet-smelling orifice. We suggest that the makers of *Glover*, *Tonic Trouble* and *Rayman 2* bag themselves a copy and see how this lark should be done. Full review next issue.

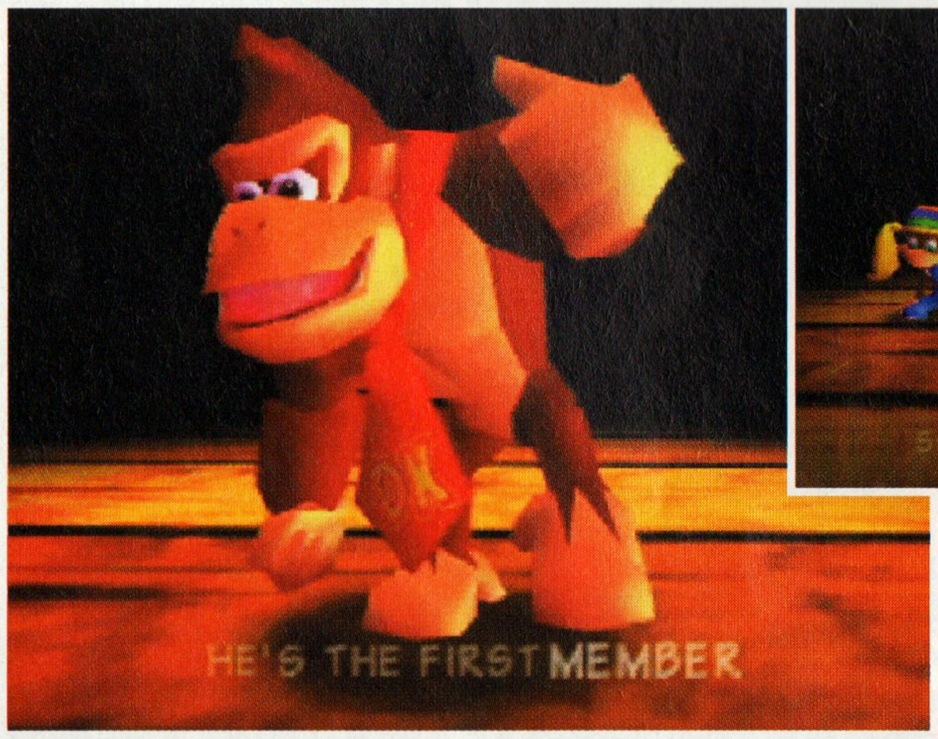
TASTY SHOOTAHS!

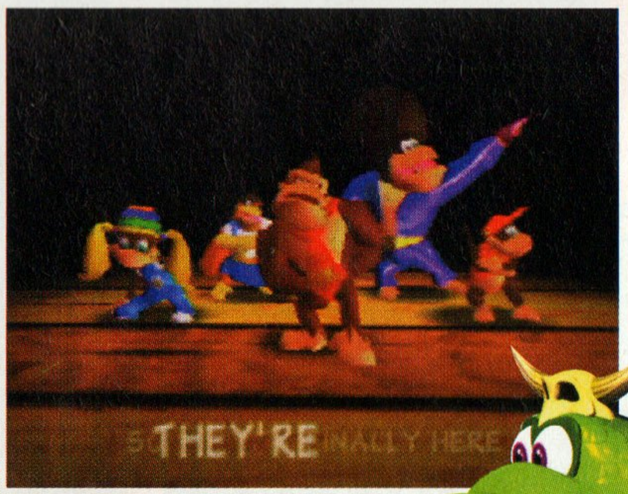
Rather than relying on bashing baddies with your backside, each of *DK64*'s apes comes armed with their own shootah!

▲ Diddy's peanut gun can take out baddies and throw special switches.

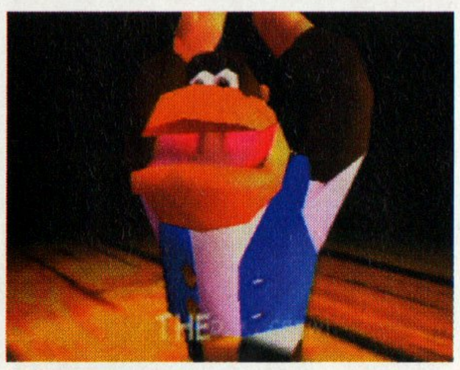
A LOAD OF MONKEY RAP!

The game kicks off with a very poor though stunningly lengthy rap track featuring all the characters and their various skills and moves. It's presentation like this that sets *DK64* apart.





▲ The Kongs cut a rug. Ow!



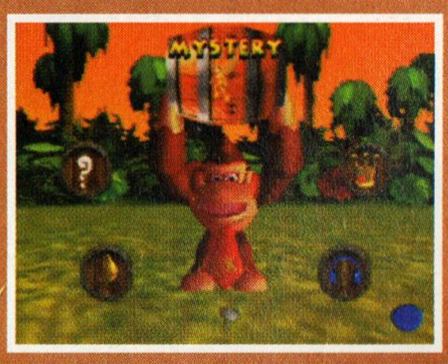
▲ We've never heard so much speech on one cart – the rap intro is astounding (although very poor musically). Tsk.

▲ DJ Kranky mixes up a storm on the wheels of steel. Booyaka!

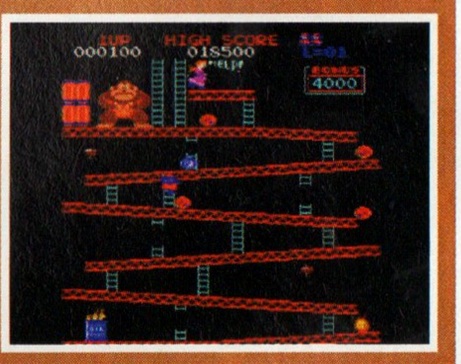
◀ Diddy and Lanky prepare to show you their in-game moves.

OLD SKOOL!

Nestling on board *DK64* as a treat are perfect versions of the original *Donkey Kong* game (Mario's first game!) and an old Rare/Ultimate Speccy classic *Jet Pac*!



▲ As you play more features are added to the mystery menu option.



▲ Look! It's the original *Donkey Kong*! And even *Jet Pac* (below) is in there!

FREE POSTER

Let the king of the jungle decorate your room for you!

CUT IT OUT AND SLAP IT UP!

Games Master

CLAN KONG!

By featuring five different playable characters *DK64*'s size and scope is soundly oomphed right out as only certain Kongs have the skills to complete certain tasks.

DONKEY KONG 64

DEVELOPER: RARE
PUBLISHER: NINTENDO
CALL: 01703 745 222
PLAYERS: 1-4
SPECIAL FEATURES: EXPANSION PAK (INCLUDED)
OTHER FORMATS: NONE

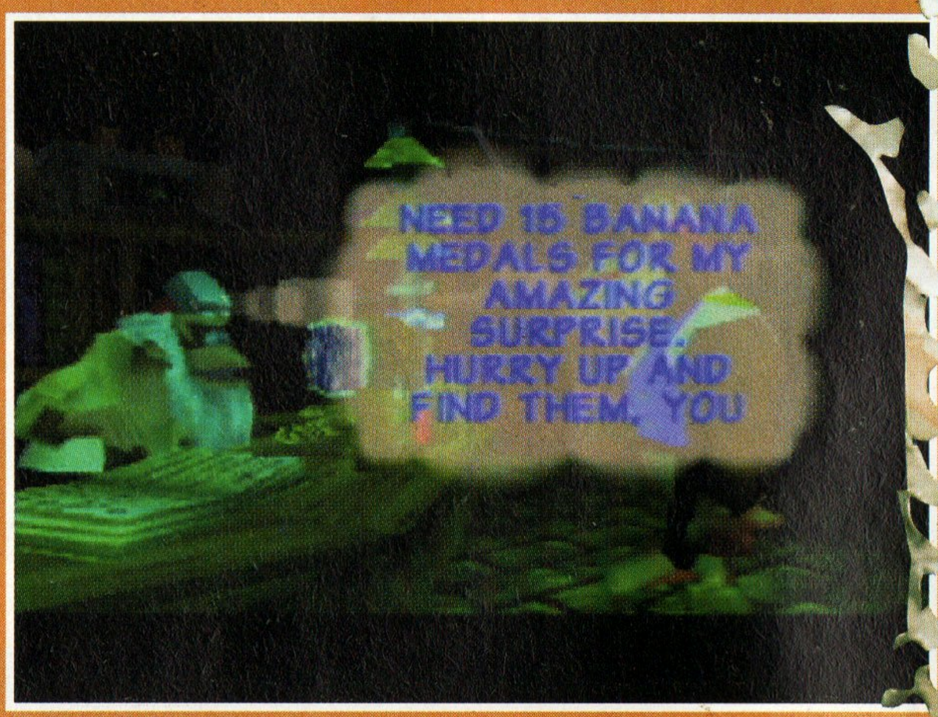
COINS, BANANAS, MEDALS, MELONS AND GEMS!

There are loads of different pick-ups in each part of the various sub-quests. Keeping track of who wants what and how many are required is a bit baffling at times.

▲ Stock up on chunks of melon to top up your health. Makes sense really.

◄ Collect grenades you find laid around and lob them at your enemies.

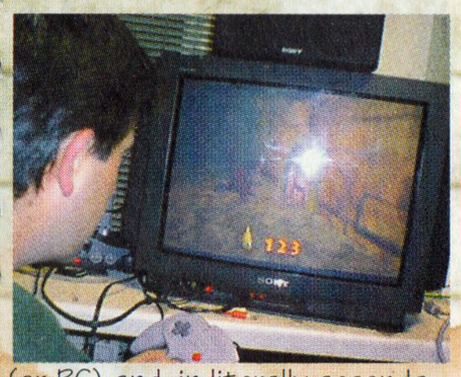
► Kranky will give your characters special abilities in exchange for bananas coins and medals. Cheers, ol' fella!



FIRST IMPRESSIONS

Dynamite Donkey Kong? Or dreary donkey's dong?

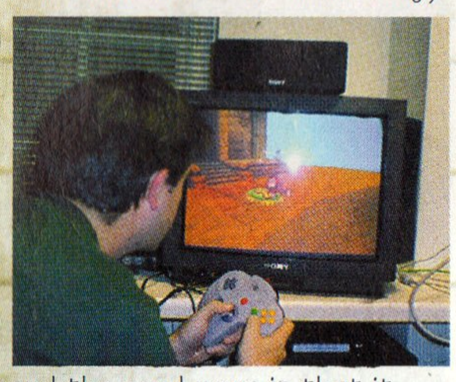
Moments like this come around about (oooooh...) ten times a year. Where the cartridge (or CD) is inserted into the console



(or PC) and, in literally seconds, it out-classes all the competition by miles.

Donkey Kong 64 is a gameplay experience of *Mario 64* proportions and the certainty that it's just going to keep getting better has me typing like the wind so I can get back and play it some more!

The game looks stunning (but that's pretty much a given considering its a product of Rare, Nintendo's UK hit factory)



and the good news is that it plays just as well. Getting games like this *juuust right* is an incredibly difficult task, but Rare have once again exhibited the class that makes them number one.

The way that you are lead into the action, with moves and quests being introduced at a gradual and pleasing pace is second to none. Sub-quests are gently eased on top and, despite the sprawling size of the game, the careful channelling of play means that you're never left wandering.

In fact the only downer is that the game is obviously by the same hands that brought us *Banjo Kazooie* (another belter). But when a game's this good who gives a monkeys! (No pun intended.)

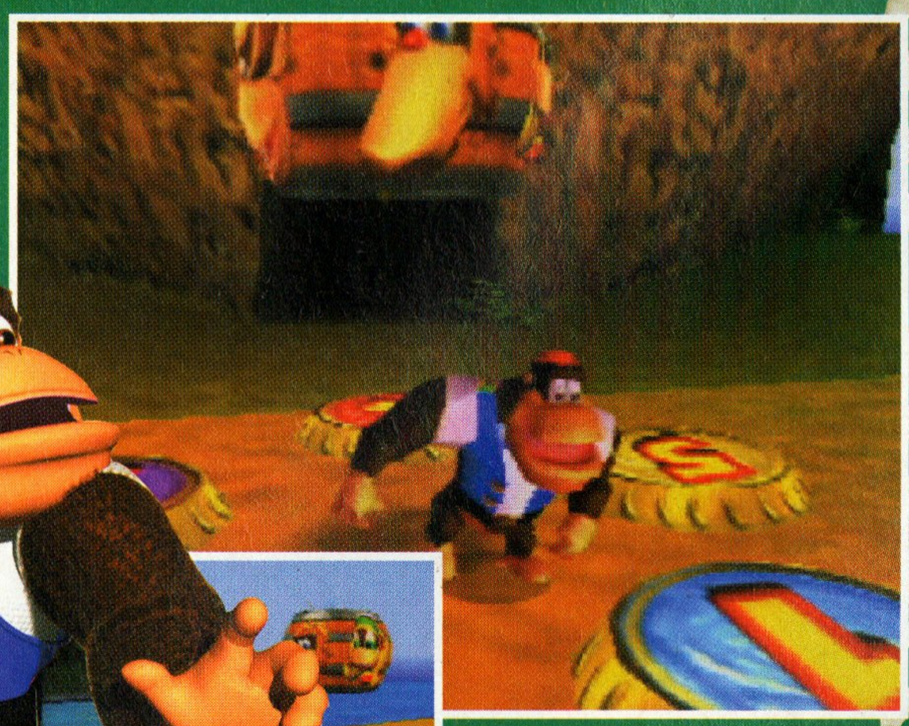
KARTING KRAZY!

There are plenty of 3D action sequences including a revisit to the mine kart levels of the *Donkey Kong Country* SNES.

▲ The mine kart operates automatically with you having only limited control of speed, jumps and which way Diddy leans.

KING KONGS!

Much of the gameplay revolves around the five different playable kongs in the game – Donkey, Diddy, Chunky, Lanky and Tiny. Each has different abilities and once rescued you can become the new character and complete tasks that only they can handle.

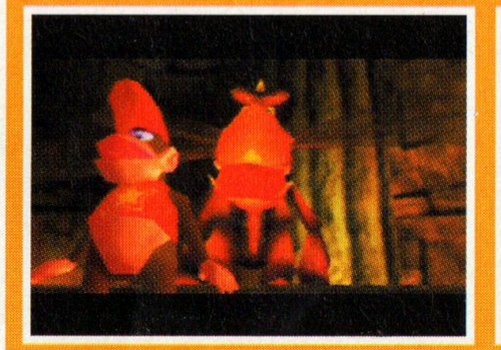


▲ Chunky can't jump to save his life but he's as strong as a, er..., gorilla.

◄ The monkey barrels allow you to switch to another Kong you've freed.

BOSS MEN!

No platform game would be complete without bosses and *Donkey Kong 64* features some the most goy-geous and screen-fillingly enormous bosses ever! From missile launching turtles to paunchy Pterodactyls they all want a chunk of the Kongs.



▲ Er... Diddy, mate. We recommend that you look behind you. BEHIND YOU!

▲ Each boss has his own little intro sequence while they show off their moves.

▲ While Donkey is quite a touch cookie we don't fancy his chances in this fight.

▲ The armoured armadillo is easily thwarted with explosive barrels. Yes!

GOOD COP BAD COP

+ Fabulous graphics topped off with masterful level design makes *DK64* a star.

– Perhaps a little too close to *Banjo Kazooie* for comfort in certain places.

WHERE IT'S AT

It's pretty much done bar the shouting. A few tweaks here and there and it'll be perfect.

GM: We'll be hoofing into the finished version very shortly so expect a huge review on these pages soon.

FREE POSTER

Give the old man himself a bit of room among your wall foliage.

CUT IT OUT AND SLAP IT UP!

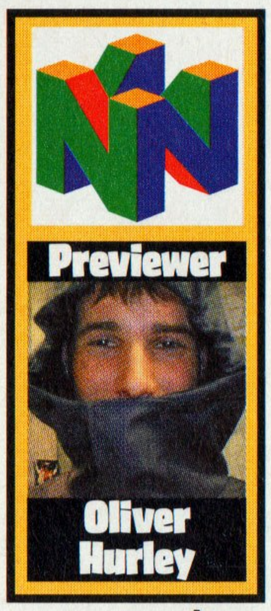
Games Master

BEAM ME UP, DONKEY!

Each of the levels features five bottle top-like discs. Discover numbered pairs and you can beam between them. Just the job for covering huge distances in a trice!

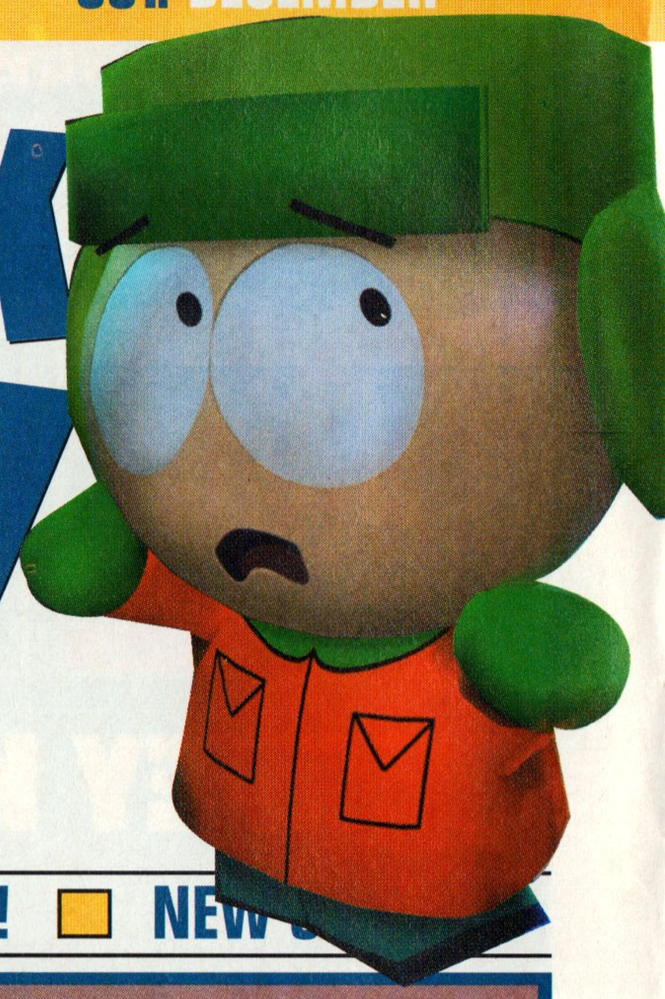
DONKEY KONG 64

DATA ▶ FORMAT PREVIEWED: N64 PRICE: £40 OUT: DECEMBER

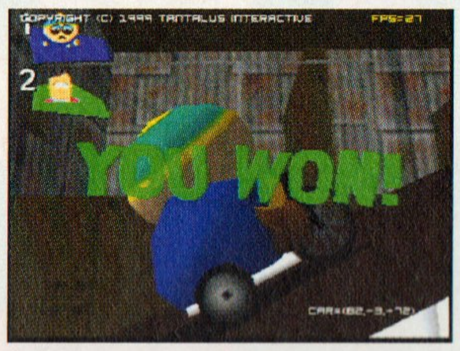


"Respect my authori-tay!" Oooh, that feels so much better. So, will the latest South Park outing actually be any good, or will it simply rely on obscenity over gameplay once again?

SOUTH PARK RALLY



GAMESMASTER UPDATE! ■ NEW SHOTS! ■ GAMESMASTER UPDATE! ■ NEW S



South Park isn't exactly renowned for inspiring the world's greatest collection of spin-off videogames.

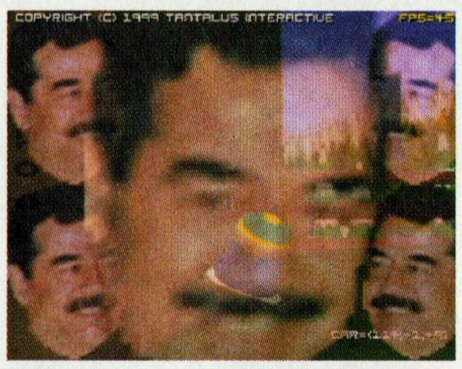
And with the recent *Chef's Luv Shack* being the worst one yet, *South Park Rally* needs to be something special if any future games featuring Cartman and co are to avoid being written off.

Fortunately then, this is looking to be in the same mould of classic karting games such as *Mario Kart* or *Speed Freaks*. Except with more swearing. Apart from including the Park's idiosyncratic brand of humour, *Rally* also differs from other similar titles by being more mission-based. So rather than just completing a few laps as quickly as possible, you'll find yourself completing specific tasks. Lush.

POWER RANGERS!

All of the usual karting power-ups are included but, this being South Park, they're given such chucklesome names as Mexican Staring Frog, Salty Balls and Freida's Herpes.

▲ You know that it's a sign of real class when a karting game includes a 'Cheesy Poofs Pickup'. Oh, how we chortled.



▲ If multiple images of Saddam Hussein don't put you off, nothing will.

MISSION IN ACTION!

South Park Rally's key difference to other racing titles is that it's not just a case of burning rubber round a circuit. Many of the 14 'races' (which take place on seven different tracks) aren't actually races at all but are more mission-based.

▲ If you're after traditional driving-three-laps-round-a-circuit karting, *SPR* probably isn't the game for you...

▲ Many of the 'missions' are sort of like motorised tag. The character that spends the least amount of time being 'it' is the winner. Hoo-rah.

▲ 'Current objective: find Satan.' Sound advice there if ever there was...

▲ As soon as you lose sight of the other kart, you become totally reliant on the map. So rather than just being able to burn rubber it almost becomes a geography exercise.

CUSTOM CAR!

Each character drives a car that supposedly matches their personality, so Stan is kitted out with a little red sports car, Kenny has to make do with a go-kart while Jesus has a cloud.

SOUTH PARK

DEVELOPER: TANTALUS
PUBLISHER: ACCLAIM

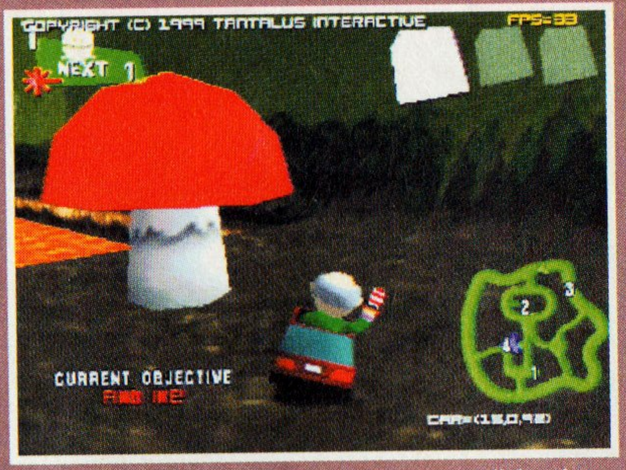
CALL: 0171 344 5000
PLAYERS: 1-4

SPECIAL FEATURES: RUMBLE, EXPANSION PAK
OTHER FORMATS: PSX, PC, DREAMCAST

HANDLING CHARACTERISTICS!

When you've unlocked all the characters, there are 30 in all, including everyone from Starvin Marvin to Satan. Despite this, you only play against four AI karts in Season mode and only *one* in Arcade, which is a bit poor.

▲ Until you become really good, the Arcade mode is rather limited as you're only up against one CPU racer.

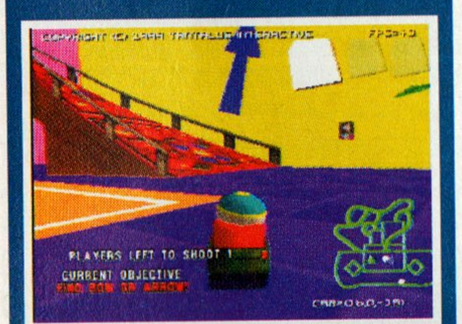


▲ There's nothing more disheartening than realising that the other racer is all the way on the other side of the map.

▲ For more standard kart racing, you'll want the Season mode. You start off with only one course though.

HOMEY!

One of *Rally*'s most promising features is the funky graphics, which are defiantly lo-fi while also being smooth and detailed. A winning combination! The courses are all based on 'real' locations from the TV show so you get to see all there is of South Park, Colorado: don't go there.



▲ Ridiculously garish visuals? We got 'em, oh yes. Funny-looking stairs too.

▲ Don't fall in the pool whatever you do. Cartman's had an accident in it.

CHECKPOINT CHARLIE HORSE!

Even on the standard races, where there are no power-ups, it's not just a case of following a circuit. Instead it's up to you to figure out the quickest route between the checkpoints.

▲ Make sure you actually drive over the checkpoint or it won't count...

▲ Jesus built my hotrod, then stole it off me and turned it into a cloud. Odd.

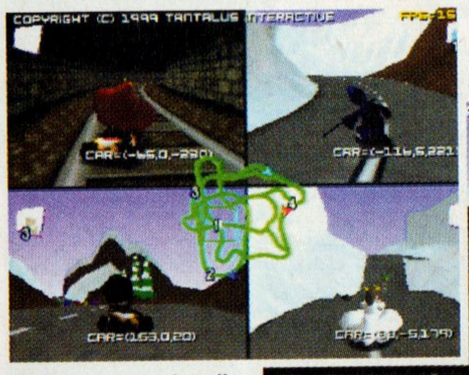
▲ There's something peculiar about this race that tells us it's going to look outdated in the very near future.

◀ The thrills! The spills! The speed! The adrenaline! The red hats!

BE PART OF THE COLLECTIVE!

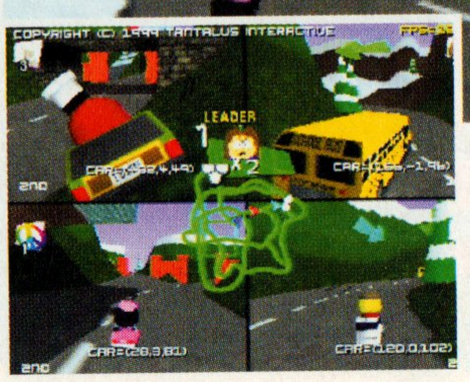
The multi-player mode allows you to play all the games that are available in the single-player modes – but with your mates! It can take a while to get the hang of it but once you know what you're doing – and where you're going – it certainly turns on the style.

▲ You really need to know each course well to have a decent multi-player race.



▲ If you're continually having to look at the map all the time...

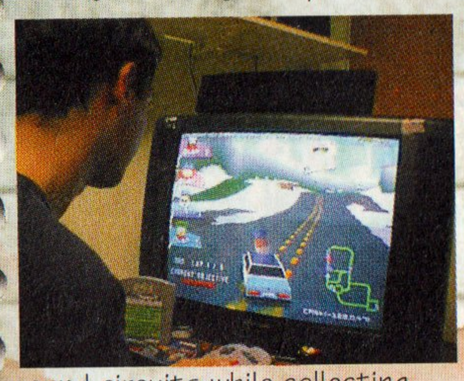
► ... you'll soon be left behind by players who know the tracks.



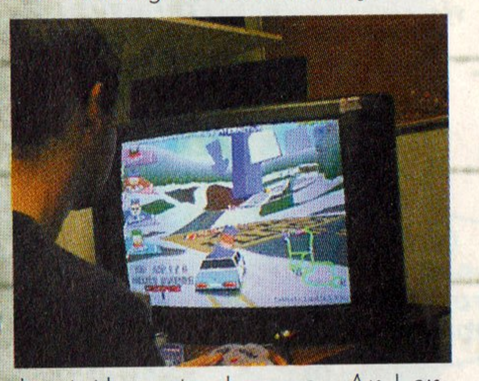
FIRST IMPRESSIONS

Amazing karting? Or a dose of Crystal Maze?

South Park Rally takes the brave (some would say foolish) step of being a karting title where you *don't* just speed round circuits while collecting power-ups. Instead, there are loads of different games based on racing through check points indicated on the map, collecting items within a time limit or stealing objects from the clutches of other players.



Due to there not being any standard races around circuits, you're heavily reliant on the map to begin with – even to the extent that you spend more time looking at that than you do at the actual course. And on the races, where you're chasing after another kart, there's no escaping the fact that *South Park Rally* lacks the thrills you'd get from being able to just tear round a few laps while firing power-ups all over the place. It also doesn't help that, for the moment, you're only up against one other AI racer in the Arcade mode. Which isn't S-mart.



At least *South Park Rally* is attempting to add something new to the ageing karting genre. But there's as much chance that it will just make you pine for a classic such as *Mario Kart* as there is of it succeeding in expanding the boundaries of kart-based racing. Still, at least it has the usual puerile high jinks to fall back on, which will be enough for the fans.

GOOD COP BAD COP

+ Tries something a bit different – with that unique South Park twist.

– Messes with a proven formula for the sake of doing something 'new'.

WHERE IT'S AT

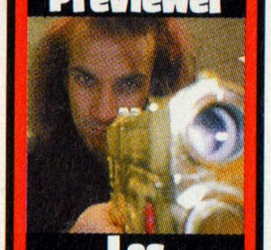
There are still a few parts of the game to be fiddled with but the majority of it is done 'n' dusted.

We should have a review of this in the January issue of GamesMaster, out Friday 24th December.

DATA ▶ FORMAT PREVIEWED: PLAYSTATION PRICE: £40 OUT: FEBR 2000

PlayStation

Previewer

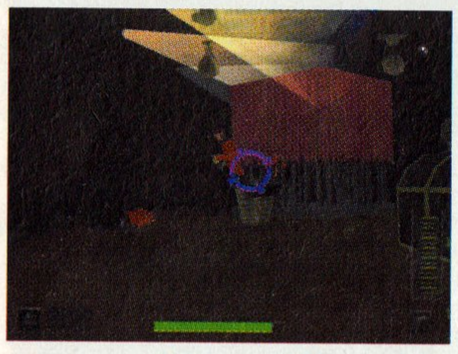


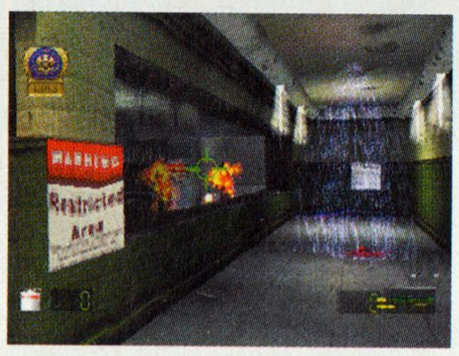
Les Ellis

He's back, he's dancing at the end of your controller and he's got whole new bunch of guns and cars to play with – but still only one vest. Global terrorists watch out, it's time for...

DIE HARD TRILOGY 2

GAMESMASTER UPDATE! ■ NEW SHOTS! ■ GAMESMASTER UPD ■ NEW



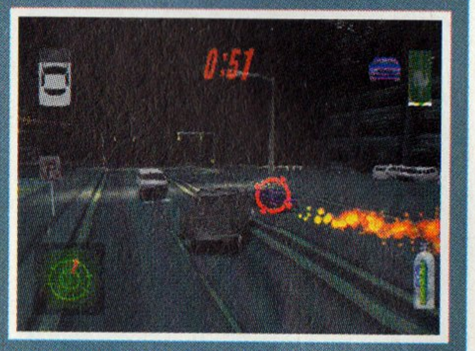


After selling millions of copies as one of the longest serving PlayStation games, Fox are having another bite of the cherry with this non film related sequel.

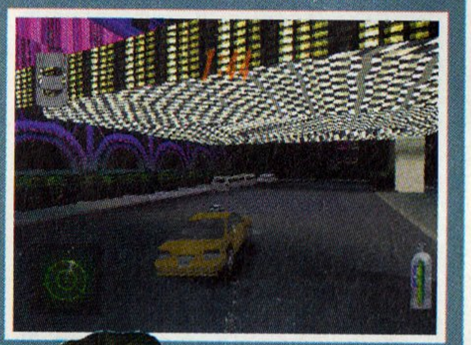
Using the same three game styles (third-person, *Virtua Cop*-style shooter and driver) you get to take Maclane through various mission objectives, although most of them involve killing huge amounts of terrorists. No surprises there. Improvements have been made to the graphics and general gameplay while several new hidden areas have been added (including the hilarious mime artist shootout). You can tackle each of the individual game styles separately or go for the adventure mode which combines all three. So, as with the original game, expect a mad, in-your-face action experience from this excellent title.

YOU DRIVE ME CRAZY!

The only chance you'll get to drive like a lunatic and not get busted. Pick up bombs, ram cars and run people over.

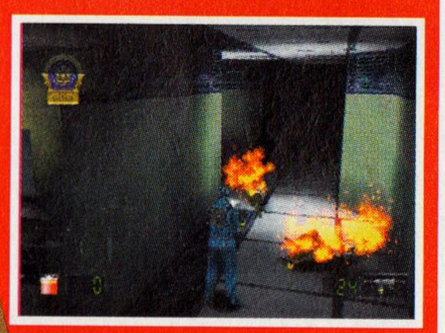


▲ It's a bit of a giveaway when villains drive around with circles on their cars.

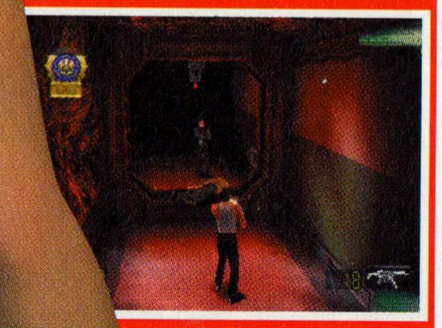


THE VEST!

Despite the fact that he's told to wear a suit in the intro sequence, it isn't long before Maclane reverts to wearing his usual 'murdering the bad guys' clobber – a smelly vest that's never been washed. However, he does get to change his attire later.



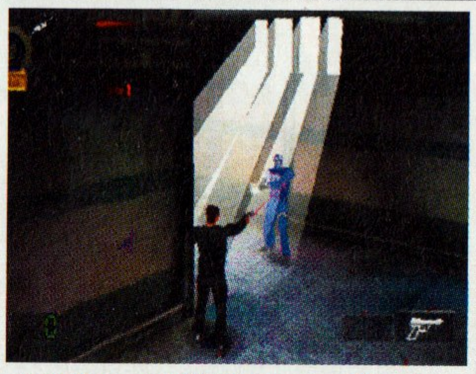
▲ A novel line in chemical suits enables Maclane to get up to his knees in goo.



▲ Ugh, still as sweaty as always eh Bruce?

BRUCE LUVS LARA!

This is what the Die Hard movies are all about; over-the-top gun action as the vested one takes out everything in sight.



▲ "Bet Lara wouldn't look as good as me in a Tux." Don't bet on it Brucie baby.

▼ Boom shake-shake-shake the room.

DEVELOPER: N-SPACE
PUBLISHER: FOX INTERACTIVE

CALL: 01753 722392
PLAYERS: 1

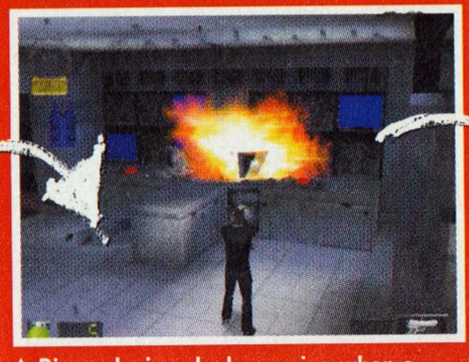
SPECIAL FEATURES: LIGHT GUN COMPATIBLE
OTHER FORMATS: PC

DIE HARD 2

KICKING IT PC STYLE!

Brucie has never looked as good on the PC as he does now. Powered by the latest mighty 3D cards and compatible with just about every controller on the planet, *Die Hard Trilogy 2* is gunning for the big boys.

▲ The Las Vegas casinos have never looked as good as this.



▲ Big explosions look amazing when a beefy 3D card does all the work.

▲ Alright, so it's not *Driver*, but you have to admit it comes clos

Die HARD ON TOUR!

Not restricted by any movie's plot, the developers have gone all out to stage the action in some ridiculous places.

▲ Sweeping staircase, glamourous evening clothes – all ripe for destruction.

▲ All hell breaks loose when Maclane tries to fix a blown fuse with a grenade gun.

▲ Blimey, that must have been some curry you had last night. Take Maclane's advice, if you do it again put the bog roll in the fridge for the morning. Ahhhhhhh...

▲ A casino. Instead of shooting craps Maclane is shooting crooks.

▲ This delightful restaurant is about to get a star knocked off for the gore.

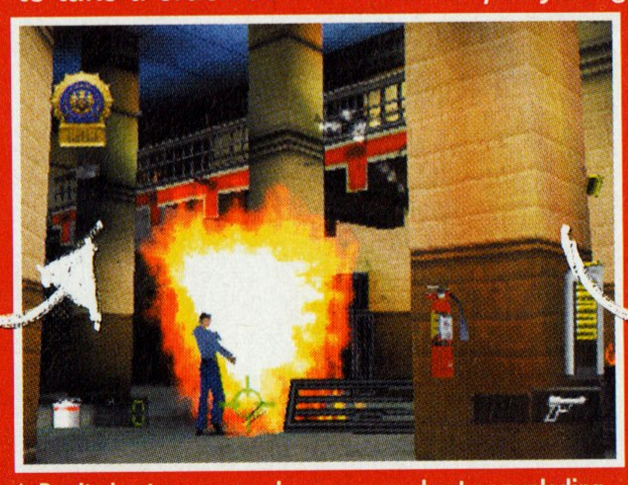
FATOOMCH!

Devastation follows in the wake of Mr Maclane wherever he goes.

ViRTUA BRUCE!

Of course, if you want a body count bigger than a John Woo movie then you hav to take a crack at the *Virtua Cop* style lightgun game. You looking at me punk?

▲ Now this is taking high-tech alarm clocks a bit too far. Instead of a snooze button it just blows up.



▲ Don't shoot a person when you can shoot an exploding barrel and really give them a bad hair day.

▲ The red circle shows your nearest target, but you'll have to take them all down to progress. Get blastin'.

FIRST iMPRESSIONS

Die Hard? Or needs to try harder?

You could hardly be blamed for wondering why this has taken so long to produce. The same three styles of game, with engines not

a million miles advanced from the original title. But it's only when you get beneath the surface that the real enhancements start to kick in. The 3D on the third-person is much more solid, leaving you with the impression that you are in real levels rather than the flat, empty stages of the original. The driving section now actually

has goals rather than just 'go here', 'find this in time' sort of stuff. And as for the *Virtua Cop* gunplay, well there was really nothing wrong with that in the first place.

It's also helped that the developers aren't being held to the lame plots of the action flicks. With elements of *Syphon Filter*, *Time Crisis* and *Driver*, *Die Hard Trilogy 2* is hardly what you would call original – but does that matter when Fox are aiming to take all the best bits of those game to make some kind of ultimate compilation, a kind of 'Now That's What I Call Gameplay' kind of thing.

It's still got some time left in development for tweakage, but is already looking like it could soon dominate the charts worldwide.

GOOD COP BAD COP

+ Three action packed games, and the original was fantastic.

– Not moved on much from the original and could look a bit dated.

WHERE iT'S AT

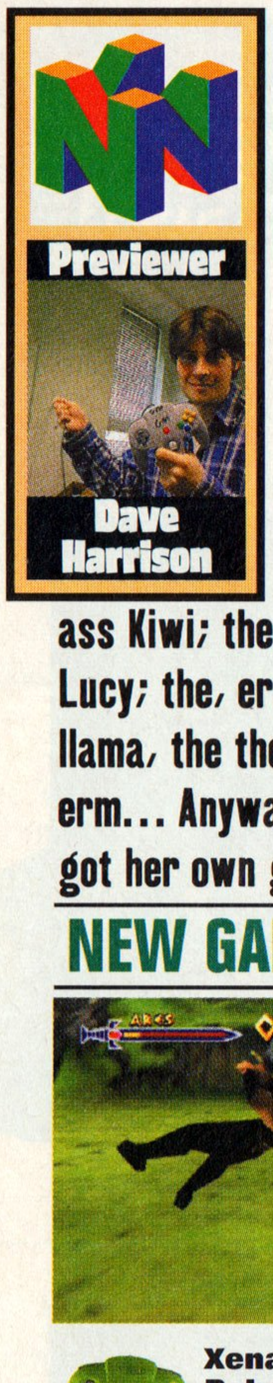
Looks pretty finished to us. *DHT 2* is in the final bug test right now so should fly anytime soon.

Forget Christmas, we're going to be getting our hands on a finished *DHT* in January – read more then.

DATA ▶ FORMAT PREVIEWED: N64 | PUBLISHER: TITUS | OUT: DECEMBER | CALL: 01926 335 400 | PRICE: £40 | PLAYERS: 1-4 | DEVELOPER: SAFFIRE | OTHER FORMATS: NONE

XENA WARRIOR PRINCESS

She's been called many things: The broad with the sword; the amazin' amazon; the flawless Lawless; the kick ass Kiwi; the laminated Lucy; the, er... armour llama, the thespian... erm... Anyway, now she's got her own game!



▲ No competition! By the time the Princess has finished with this lovely she'll be Hope on a rope.

NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS! ■ NEW GAME! ■ FIRST SHOTS!

Xena has been tussling with the evil forces of Dahak to secure the Talisman of Fate and control the destiny of the world.

To keep the fighting off the street the 'Fates' have organised the decisive encounter. Xena must destroy Despair – the Dahak Champion and save the world. There's nowt as mean as Xena. And to prove it she's about to take on all comers in her own beat-em-up!

The N64 really lacks a decent beat-em-up and if you're expecting a *Tekken* beater then you'll be sorely disappointed. But the N64 has always been a leader when it comes to multi-player fun and that's exactly what *Xena* is. While the Quest mode is the standard round-by-round fighting until you eventually face Despair, the Vs mode serves up to four fighters on the screen as well as a cooperative option.

There are 11 characters to select from including all your favourites – Xena's bosom buddy Gabrielle, Prince of Thieves Autolycus and the hilarious Joxer! He's such a clown!

The action is 3D and in a scrolling beat-em-up way you can attack from any angle. You can go anywhere in the arena and the camera pans out to accommodate your movement. This lets you climb the walls and attack your opponents from above.

The game has been targeted at the passing fighting fan so the moves are easy to pull off. This leads to frantic button bashing rather than any fighting finesse, but it's a laugh nonetheless.

BRUCE CAMPBELL!

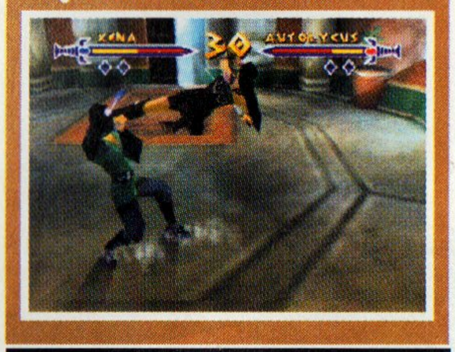
Here's the cheeky Autolycus, who is cunning in battle, but more importantly he's played by the talented Bruce Campbell.

BUNG IT!

As opponents can use the whole arena, projectile attacks are very handy to lamp people in the distance. Have some you sucker!

▲ Callisto fights Xena with fire and misses – you can't be happy with that.

▲ Ares, tries his hand with the old magic ball. What an Areshole!



COMFORTABLE SHOES!

As every inch of the arena is covered, so you'll need some comfortable shoes as the best way of getting round is tumbling through the air. Fighters can also climb the walls, springing off and out-flanking the opposition.

RUMBLE!

While the *Tekken* series may have the motion-capture, the bone-crunching grapple combos and prestige of being the best beat-em-up out there – *Xena* lets four people simultaneously break each other's faces. Now that's want I call sophistication in a can.

▲ Xena in her kinky boots and strap on dress, spins out of way of Callisto's great ball of fire.

▲ Gang up on someone, hide in the corner or fight from a distance – the choice is all yours.

GOOD COP BAD COP

+ The four-way scrap should please and there's nothing to disappoint the

– Simply knock about fun, nothing really for beat-em-up sophisticates.

WHERE IT'S AT

It's strapping on its leather skirt and pulling on the festive shin guards in time for Christmas.

By next issue Xena will be facing her toughest test since appearing on Channel 5 – the GM playtest!

FREE POSTER

Make the Lawless floorless by sending her wallward. Hey!

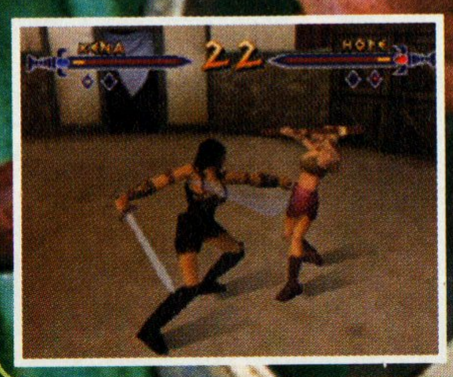
CUT IT OUT AND SLAP IT UP!

XENA
WARRIOR PRINCESS™

Games Master

DEEP TAN

You can't beat a good cat fight. Two battling vixens grippling and grappling with each other. Tempers ripping, clothes fraying, brows glistening, hmmm... Not really my cup of tea.



XENA WARRIOR PRINCESS

DATA ▶ FORMAT PREVIEWED: DREAMCAST | PUBLISHER: SEGA | OUT: TBC | CALL: 0181 995 3399 | PRICE: £40 | PLAYERS: 1 | DEVELOPER: SEGA | OTHER FORMATS: ARCADE

Dreamcast

Previewer

CRAZY TAXI

No, not a lost episode of the classic '70s sitcom staring Danny Devito, but a chance to act like motorised loon in the name of hard cash. Let's go cross town...

GM UPDATE! ■ DREAMCAST SHOTS! ■ GM UPDATE! ■ DREAMCAST SHOTS! ■ GM UPDATE!

Okay, so the games world has had some pretty weird ideas for games. Games that simulates running a theme park, flying a plane, fishing and even running a hospital. But they all worked. But driving a taxi? Not the most exciting of ideas is it?

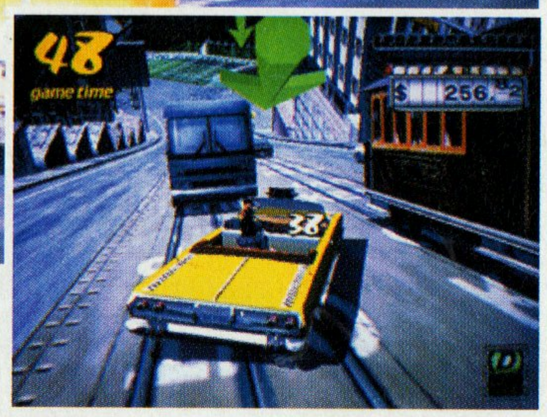
But think *Driver* crossed with *Grand Theft Auto* and add the power of the Dreamcast, along with some freaky notions from the developers and all of a sudden what was the dimmest of ideas becomes a mental new kind of racing game that's going to prove hugely successful when it hits the Dreamcast.

You play the role of a mad-in-the-head taxi driver (anyone who's experienced a mental London cabbie in full flight will know exactly what to expect), picking up fares and heading to their destination as fast as humanly possible. Sound easy enough? But the fact that the game takes place in huge, open 3D environments where you can go wherever you want, whenever you want shapes the action as you take shortcuts through the most unlikely of locations. Ever fancied scaring the hell out of your passengers by smashing through a multi-storey car park to get to the airport on time, or duelling with traffic to make that tight turn to get your fare to the burger joint? Well now you can. Then of course there's all the other obstacles that get in your way en route.

It's an unusual concept, but it works as you get to be the bad (or mad) guy once again. Look forward to this.

KEEP THE CHANGE!

Not the biggest of hits in the arcade (it was released at the same time as *Ferrari 355 Challenge*) but *Crazy Taxi* proved popular among people looking for an alternative slant on racing action. On DC it's gonna clean up though.



▲ If that's the size of the arrow you're chasing. how big are the bleedin' Indians? That's genetically modified food for you.

DRIVER WITH CABS!

It's filled with 3D environments where you can go where you want. It's *Driver* all over again, and you're still encouraged to be a bad boy and break the rules. Result!

WHERE TO GUV'NOR?

Drive around the city and sooner or later some poor unsuspecting punter will demand you take him somewhere and give you a time limit. How you get there is up to you. Make the drop within the allotted time and you get the cash – simple.

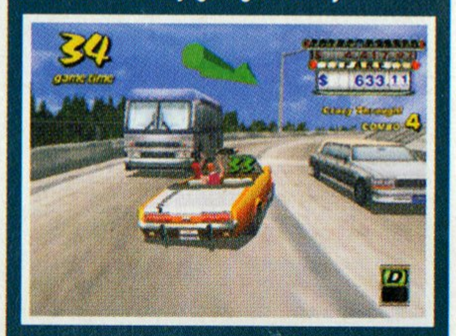
▲ Handbrake turns, skids, shortcuts, rammings – do whatever it takes.

◀ Then if your passenger can still walk, pick up your cash and a tip.

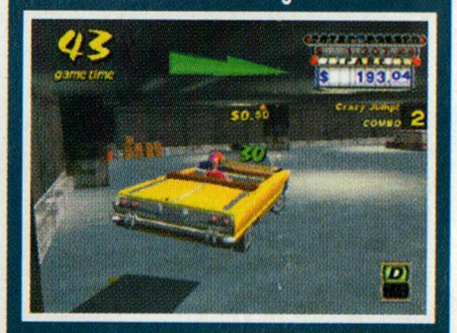
SHORTCUT!

The quickest distance between two points is a straight line, even if you have to blaze through a building to follow it.

▲ What do you mean it's a one way street? I'm only going one way!



▲ Overtaking like this will send you to visit the undertaker. Not good.



▲ Going through buildings shaves seconds off your times.

GOOD COP BAD COP

+ It's shaping up to be *Driver* for the Dreamcast, only better!

– A long way off and arcade conversions tend to lack deep gameplay.

WHERE IT'S AT

Still going through the big Sega machine that converts coin ops to Dreamcast games.

Don't hold our breath, this piece of *Driver*-like driving mayhem isn't going to the DC until early next year.

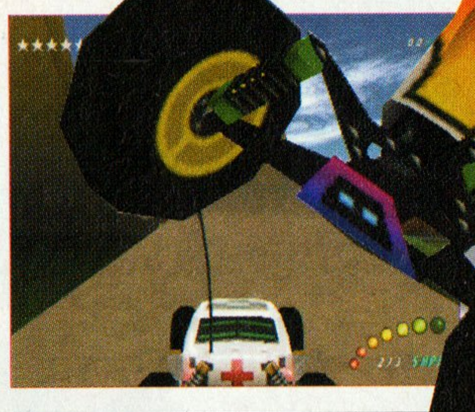
Dreamcast

Previewer

Oliver Hurley

RE-VOLT

With *Re-Volt*, the Dreamcast will finally be able to boast its own version of *Mario Kart* or *Speed Freaks*. And you thought remote-controlled cars were for kids...



UPDATE ■ LATEST SHOTS! ■ UPDATE ■ LATEST SHOTS! ■ UPDATE ■ LATEST SHOTS! ■ UPDATE

Forget Formula 1, rally cars, karts, tanks or skateboards. Nippy radio-controlled vehicles are most definitely where it's at. But if all that standing on street corners doesn't really hold much appeal, the answer comes in the shape of this crafty little racer from Acclaim.

Like *Micro Machines*, each of the eight courses (all of which can be played in reverse and mirror modes) are stylised versions of real settings. So you'll find yourself racing round circuits with settings such as suburban streets, supermarkets, museums or rooftops.

The handling is designed to be as realistic as possible (you're even given the option of Arcade or Simulation settings) so the steering is *hyper*-sensitive. Anyone who has never driven a high-powered r/c car will be in for a shock as even the slightest nudge of the analogue stick can send your car into a 180° spin. It also doesn't take much to flip the little cars over but a quick tap of X soon sees you back on four wheels.

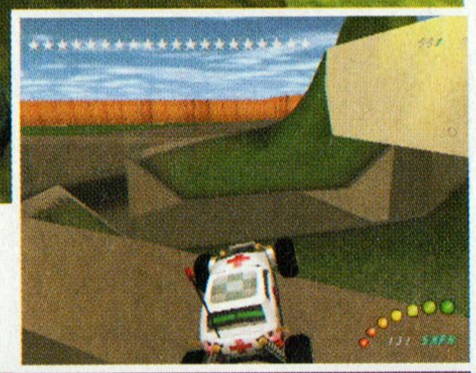
The courses are all fun and imaginative and there are plenty of options including a smart Championship game, Time Trial, a Stunt Arena and even a Track Editor. Also, as you'd expect, there's no shortage of funky power-ups that will help you fry the other cars. It's remarkably fast as well, and as smooth as a pair of well-worn Y-fronts...

THE CARS AND STARS!

The Stunt Arena consists of dozens of maddening jumps, ramps and obstacles. There are 20 stars dotted around – all you have to do is collect them all. It's tricky and takes plenty of skill.

▲ One of the main problems you'll have is flipping over all the time...

▲ In order to collect all 20 stars you'll need to be the supreme radio-controlled mega-meister of doom. Or something...



► Each progressive star is in an even more difficult position to reach.

HEAD ON!

The tracks double back on themselves from time to time, so you have to watch out for other cars heading straight towards you. (Anyone for multi-play dirty tactics?)

▲ Facing oncoming traffic is a major hazard in *Re-Volt*. Best thing is to blast 'em out the way with a power-up.

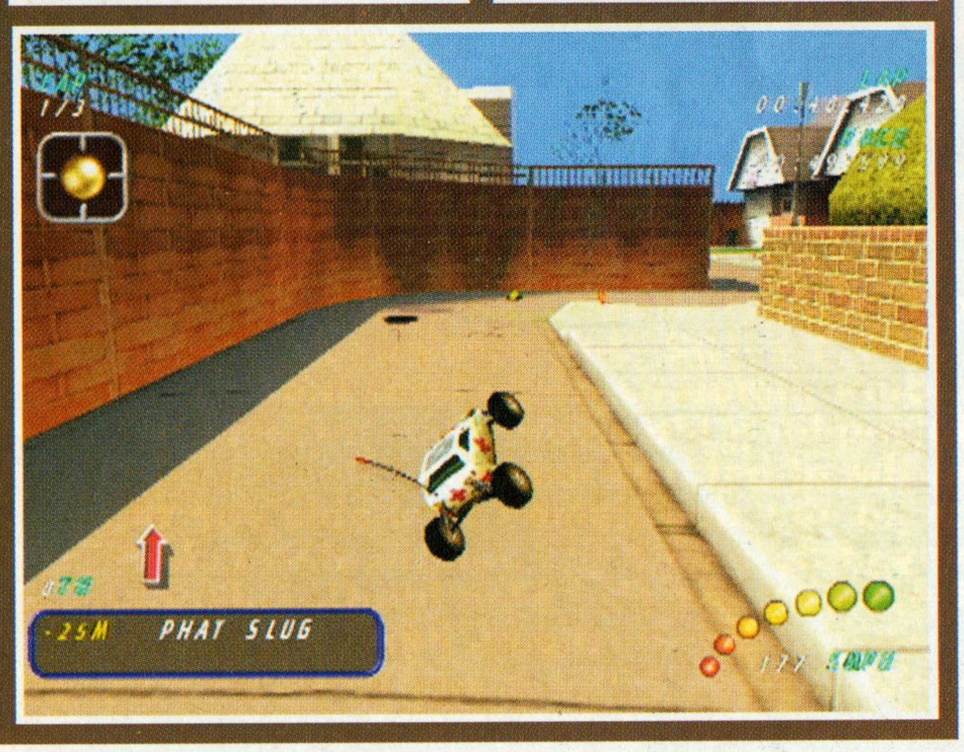
TRICK STYLee!

The cars are so nippy that, to collect the power-ups, you really need to know the course incredibly well, and to make it over the jumps you need to hit them spot on.

▲ There are loads of imaginative power-ups. Collecting them can be tricky though.

◄ Making it across this gap is crucial – it's a big detour going round the outside.

► You need to hit the jumps dead on if you're going to make it over them and land on four wheels, not your roof...



GOOD COP BAD COP

+ Loads of imaginative tracks and cars, *and* you can play it over the Net!

– If you're used to arcade racers you'll find the handling very peculiar.

WHERE IT'S AT

The latest version we've seen is 70% complete with the multi-player needing most work.

Is *Re-Volt* really as good as it looks and feels? Find out in GamesMaster's full review next issue!

→ GET A ROCKET IN YOUR POCKET!

NEO GEO POCKET

By now you'll have noticed a new force in your local games shop. Where there were *3D Garden Design* and *Barbie Goes Mental* games there are now Neo Geo Pocket Colors in every flavour imaginable and an ever-swelling swarm of games. Result!

The Neo Geo Pocket Color features a 16-Bit processor, a big 160 by 152 dot screen, capable of displaying 146 colours simultaneously, and battery life that'll keep you playing long after your mate's Game Boy Color has given up the ghost and expired.

And, in addition to the ace games available for the brute, you can always fiddle with the built-in alarm clock (to wake you up for your next *Pac Man* bout), calender (ideal for seeing when your birthday next falls on a Saturday) and spooky fortune teller (using your date of birth to predict how your day's going to go).

Lord a-mercy!

NEO GEO POCKET

NEO TURF MASTERS

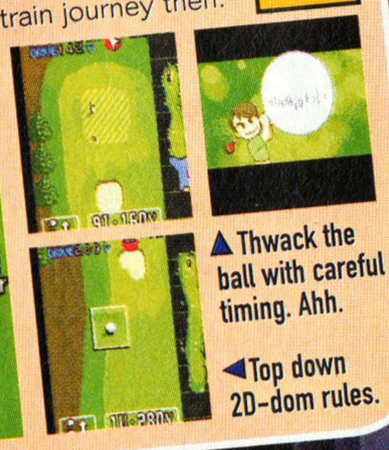
A cracking game of micro golf for your 'Pocket. Three different modes of play cover the golfing bases sufficiently (but some mad *Mario Golf*-style gambling or mini golf options would have been cool).

Graphically things are well up to par but, despite the 3D-looking screen, it's primarily a top-down affair.

The only let downs are that it's very tricky to aim with sufficient accuracy (the tiny crosshair on the hole map giving only a vague inkling as to your line of fire). BUT TO MAKE UP FOR THIS the sliders move *stupidly slowly*, resulting in a perfect shot practically every time! Putts are even lined up for you exactly, meaning only a simple button tap sinks the ball. Doh!

A cool little game but one which offers nothing new. Ideal for a long train journey then.

61%



▲Thwack the ball with careful timing. Ahh.

◀Top down 2D-dom rules.

METAL SLUG-1ST MISSION

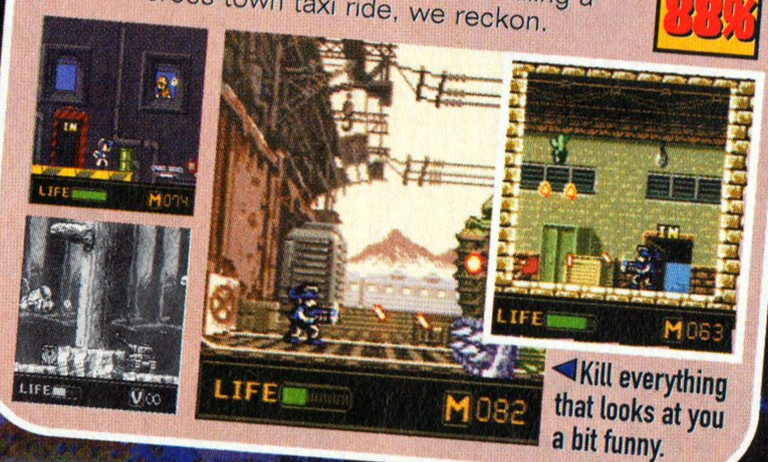
It looks and plays like an old MegaDrive game – only you can play this one on the bus. Sure the graphics are a little chunky but that's to keep the detail and the animation sweet as a nut.

It's a simple little side-scrolling blaster, with you running from left to right, shooting the stuffing out of anything that moves via your selectable weapons (with thoughtfully placed power-ups appearing).

Kill stuff and don't be killed. Repeat forever and love every minute of it. If you're looking for some weighty old skoolism then *Metal Slug* delivers right royally.

Fantastic chunky shoot-em-up fun and just the ticket for a quick blast. Ideal for killing a tedious cross-town taxi ride, we reckon.

88%



◀Kill everything that looks at you a bit funny.

KING OF FIGHTERS R2

On SNK's fully grown Japan-only machines, *King of Fighters* is a bit of a legend. Thus the arrival of this inevitable 'Pocket conversion.

R2 is a familiar 2D side-on fighting game packed with the perfunctory set of specials, blocks, counters and the now obligatory power bar permitting the release of super special moves.

The simple punch and kick controls, combined with the basic sprites (it's impossible to breathe much character into a little chap no more than 15 pixels high – which rather stuffs the build-your-own-character 'RPG' mode), mean that it's nice but rather uninspiring.

A neat little beat-em-up that'll please fans of the old 2D classics and just the ticket while waiting for a kettle to boil.

78%

◀It may be a classic but it's just not a hot 'Pocket game.

◀It's better in two-player mode than versus the CPU.

NEO GEO CUP '98

There may be only 16 world teams on offer but you'll be cheered right up with the daft player names: Shirangham rather than Sherringham and Pettham rather than Beckham, etc.

The top-down view of the game means that you're looking at green most of the time but the nicely animated (and surprisingly large) players spice things up a bit with a range of tackles and moves.

It's amazingly easy to play (yet surprisingly tough) though the view (and the size of the players) means that you lose your bearings from time to time. It really comes into its own when played as a two-player game against a mate via a link-up lead though.

The best pocket football game we've played and ideal for a transatlantic flight.

83%

▲There's a rather limp story mode in there.

◀Aw, come on, it's not that bad.

PUZZLE BOBBLE MINI

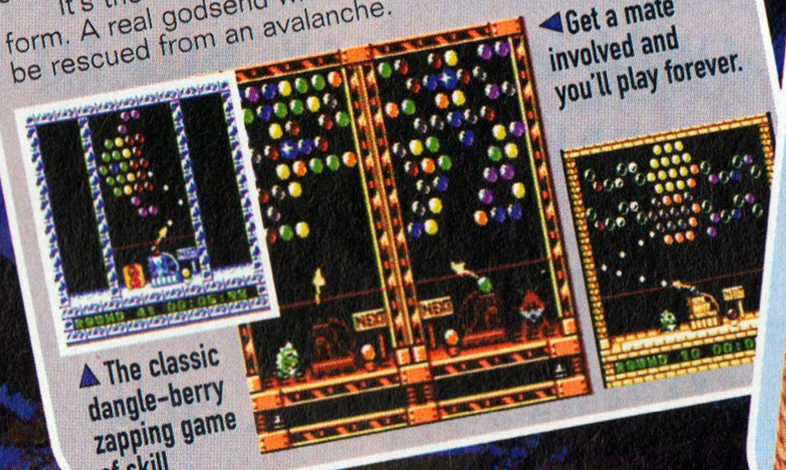
The 'Pocket's bigger, brighter, more colourful screen allows it to convey the perfect conversion of the classic Bust-A-Move experience!

For the uninitiated, *Puzzle Bobble Mini* (and Bust-A-Move) are Tetris-like puzzle games in which Bub and Bob the cute Japanese dragons fire bubbles up at those dangling from the ceiling.

There's the familiar single player puzzle game (shoot down the dangle-berries before they fall around your ears), the versus CPU game with progressively harder opponents and – best of all – a full-on two-player game via the 'Pocket link cable.

It's the classic puzzle game in a perfect form. A real godsend while killing time waiting to be rescued from an avalanche.

95%



▲The classic dangle-berry zapping game of skill.

◀Get a mate involved and you'll play forever.

POCKET TENNIS

The programmers have obviously been playing Namco's brilliant PlayStation *Smash Court Tennis*, making this spookily similar, right down to the cross-court camera pans at the start of each game.

Those familiar with *Smash Court* will feel right at home here. Forget any realism, top-spin, forearm smash nonsense, this tennis game is all about pick-up-and-play fun. The two buttons offer basic and lob shots and the D-pad determines where your next shot will be placed with pleasing accuracy.

You can cut the tension with a knife during five-set match point moments especially during two-player rallies (via that oh-so-handy link-up cable). Excellent.

Just the thing for whiling away a post-apocalyptic stint in a nuclear bunker.

88%

◀It's like a mini *Smash Court*! Aces!

◀Leap my little beauty. LEEEEEAP!

PAC MAN

Result! An arcade-perfect conversion of *Pac Man* – in your pocket!

Charge the yellow mouth around the maze eating dots and avoiding ghosts. Pop a power pill and chase the ghosts. And once all the dots have been eaten... do it all over again!

This conversion is *perfect*, right down to the music and SFX. The speed of each ghost is subtly different (à la the original) and the eventual appearance of score-boosting cherries happens right on cue. Lovely.

One new option is that of playing the game in full-screen (ie, with the entire play area visible at once) or scrolling (a zoomed-in view where Pac remains in the centre and the maze moves around him).

If you want *Pac Man* this is it. Ideal for making those commercial breaks whizz by.

90%

◀Pop a pill and gobble the ghosts. Coolio.

▲The scrolling mode makes everything look much bigger. Nice.

WIN! ONE OF FIVE NEO GEO POCKETS!

If you fancy getting a rocket in your pocket and enjoying the very latest in trouser-based entertainment we've got FIVE Neo Geo Pockets up for grabs! All you have to do is send us a postcard bearing the answer to the following preposterously simple question!

How many pockets are in a pair of jeans?

Send your answers to:
'The flies do not constitute a pocket', GamesMaster,
30 Monmouth Street,
Bath, BA1 2BW.

CHEATS, TIPS, SOLUTIONS, CHEATS

PlayStation PC Nintendo 64

1560-923133.....REPUBLIC OF IRELAND MULTIFORMAT LINE
0906-8318-400.....UK ACTION'S ALL FORMAT LINE
0906-8318-401.....PLAYSTATION / NEW RELEASE CHEATS / UPDATES
0906-8318-402.....PLAYSTATION / CHOOSE YOUR OWN CHEAT
0906-8318-403.....ADVENTURE / MGS / TR I, II & III / STAR WARS PHANTOM
0906-8318-404.....ADVENTURE / RES EVIL I & II / DISCWORLD I & II / FF7
0906-8318-405.....PLAYSTATION / EVERY CHEAT WE HAVE / MULTIFORMAT
0906-8318-406.....STARWARS / SILENT HILL & LOADS MORE / FAXBACK
0906-8318-407.....NINTENDO 64 / THE BEST NINTENDO CHEATLINE THERE IS
0906-8318-408.....SEGA SATURN / LOADS OF CHEATS
0906-8318-409.....SEGA SATURN / HUGE LISTING
0906-8318-411.....PLAYSTATION / MEGAHELPLINE & FAXBACK
0906-8318-416.....PLAYSTATION / THOUSANDS OF CHEATS
0906-8318-417.....SEGA SATURN / THE ULTIMATE CHEATLINE

BUY SELL

VOICE MAILBOX NOW AVAILABLE TO ALL USERS.

PRIVATE & PUBLIC MESSAGES AND MAILBOXES.

USE YOUR OWN PERSONAL VOICEMAIL BOX TO BUY AND SELL GAMES.

SWAP GAMES AND HARDWARE / CHEATS / GOSSIP WITH OTHER USERS.

SWAP

PRESS NUMBER 1 FOR PLAYSTATION CHEATS
PRESS NUMBER 2 FOR NINTENDO 64 CHEATS
PRESS NUMBER 3 FOR PC CHEATS
PRESS NUMBER 4 FOR DREAMCAST CHEATS

SWAP

PRESS NUMBER 5 FOR COLOUR GAMEBOY CHEATS
PRESS NUMBER 6 FOR MESSAGE CENTRE & VOICEMAIL

Gameboy DREAMCAST Sega

ALL LINES HAVE VOICE AND FAXBACK SUPPORT

Please ask the phone owner before using this service / Calls cost 60p per min at all times.
Fault line: 0181-581-0000

games master TIPS

THE HOTTEST TIPS ... TEST GAMES!

The very best home-grown tips from the crew who know their games!

Virtua Fighter 3tb (PSX) 38
Wipeout 3 (PSX) 38
Global Domination (PSX) 38
NFL Quaterback Club 2000 (N64) 39
Road Rash 64 (N64) 39
Age of Empires 2 (PC) 39
Zelda: Ocarina of Time (N64) 39
Apocalypse (PSX) 48
Ready 2 Rumble (DC) 48
Masters of Teras Kasi (PSX) 48
Rainbow Six (PC) 49
Mario Golf (N64) 49
Soul Blade (PSX) 49
Legend of Kartia (PSX) 49
Moto Racer 1 & 2 (PSX) 49
Episode 1 The Phantom Menace (PSX) 50
Street Fighter Alpha 3 (DC) 50

THE GUIDE DINO CRISIS

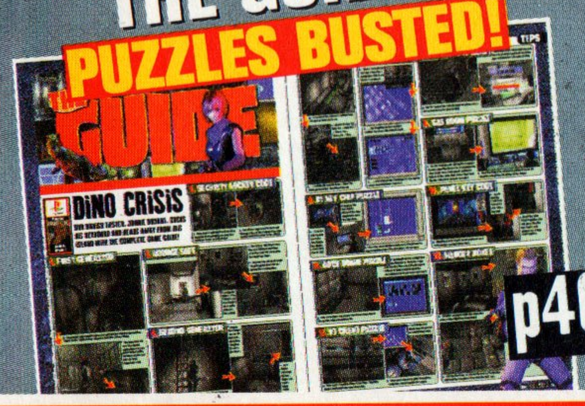
THE TRUTH BEHIND DR KIRK'S EXPERIMENTS AND THE DEADLY SECRETS OF IBIS ISLAND!

PlayStation

page 40

NU-CODE GIRL PASSES ONLY THE COOLEST LETTERS TO OUR TIPS MASTERS! WRITE TO US NOW!

THE GUIDE
PUZZLES BUSTED!



p40

TIPS EXPRESS
HOTTEST CHEATS!

p38

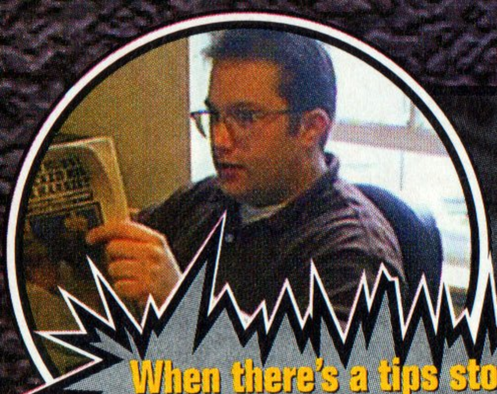
SECRETS SERVICE
READER'S HINTS!

p44

MASTERCLASS
PRO TACTICS!

p50

COOL! YOUR PROBLEMS SOLVED BY GM'S TIPSMEISTER p48



When there's a tips story to get your teeth into, our man Andrew Collins is like a blooded pitbull.

TIPS EXPRESS

THE LATEST GAMES BUSTED WIDE OPEN!

EXTRAS HIDDEN IN CLASSIC GAME!

KICK OUT WITH SEGA'S WARRIOR GODS!

DREAMCAST ■ VIRTUA FIGHTER 3TB CHEATS

After the success of their first two Festivals of Fighting the ragtag bunch of pugilist pals known as the Virtua Fighters sat down to discuss just how they would make their latest outing that little bit more interesting, a bit more longer-lasting.

Following a lengthy debate the choice was made to introduce secret characters and special backdrops for their new fights.

For Alternative Costumes hold the Start button as you select your character using the A button.

When selecting a stage hold the Start button and press A and you'll be able to change the backgrounds to new versions. If you want to play with the original arcade backgrounds in Training or Normal mode simply let the timer run out on the Stage Select screen. For the same effect in Team Battle hold down Start until the time runs out. Once the game starts you have to restart it (press Start, A, B, Y, X) and the code will be effective.

Now to the secret characters. To fight against the Alphabet bloke play in the Normal mode simple highlight Akira in the character select screen and press Start then highlight Lau and press Start again. Finally do the same for Pai but this time hold Start and press X. If you fancy playing as this strange fellow repeat the above process replacing Lau for Lion and you'll be playing as a man-shaped plate of Alphabetti Spaghetti.

For the infinitely more interesting player Gold Dural press Start + Y + A at the selection screen (only try this in the Training mode). For a silver version repeat the above process in any mode.

Shiny reflective floor surface and full 3D backdrops? That's just showing off.

POLICE BREAK
JOY RIDERS' SECRETS

PLAYSTATION ■ WIPEOUT 3

Regular readers of Tips Express may have read our exclusive story last month where we revealed the new codes for the sub-culture joyriding experience *Wipeout 3*.

This month we're going one stage better and revealing the whole gamut of underground cheat codes. This information was garnered by one of our reporters posing undercover as one of these racers. Risking life and limb (both during the race and afterwards) the reporter managed to get close to the bosses of the syndicates and was able to copy the codes they use to get around the cities so freely. To unlock each new secret enter the following names at the Default option.

All challenges	THEHAIR
All circuits	CANCER W
All racing circuits	WIZZPIG
All teams	AVINIT
All tournaments	BUNTY
White Turbo Triangles	BEBEDEE
Wall collisions	NOWHEELS
Phantom class	JAZZNAZ
Random weapons	DEPUTY
Unlimited thrust	MOONFACE
Unlimited shields	GEORDIE

To enable the four-player mode type LINK (you must have two PlayStations with two copies of the game running).

DIRTY TACTICS!

PLAYSTATION ■ GLOBAL DOMINATION ■ CODES

◀The world is your lobster and it *is* enough!

With the Twenty-three Day War being confined to the annals of history the government this week released details of the battle plans designed by its super computer.

Before it was believed the victory could be put down to our supreme war machine but it now turns out that a spy (who sources refuse to name) delivered all the battle codes for the enemies computers two days before the end of the war.

Commanders running the war from their mobile Warplay command stations (code name PSX) claim once they knew all the secret codes used by the enemy, they were able to defend against anything. Since the end of the war the spymasters have released the software in a bid to find the next generation of generals and have cunningly disguised it as a home entertainment console.

If you want to try some of their victorious codes first pause the game then enter the cheats you want to try. (You can turn off any code simply by re-entering it.)

One missile becomes six
R1, R1, R1, Select, Select, ⊗, ⊗
Gain Ammo
L1, L1, L1, Select, Select, Select,
Select Ammo
⊗, Select, Select, L1, L1, L1, R1, L1, R1, L1
CPU Aid
Select, R1, R1, R1, ⊗, L2, L2
Fire All Defence Silos
R1, L1, R1, ⊗ (4)
Level Skip
⊗, L1, L1, R1, R1, ⊗, L1 (Zoom in/out to change levels and press ▲ to confirm.)
Produce All Mobile Units
R1, L1, Select, Select, ⊗, ⊗, L1
Shield Selected Country
⊗, Select, Select, R1, R1, R1, L1, L1, R1
Show Enemy Submarines
L1, R1, ⊗, ⊗, ⊗, ⊗, L1, L1
Transform Special Forces into Super Fighters
Select, ⊗, Select, ⊗, L1, L1, R1

AMERICAN RUGBY RULES?

N64 NFL 2000

American Football was rocked this week when codes designed to convert the sport into that most English of past-times, Rugby, were discovered.

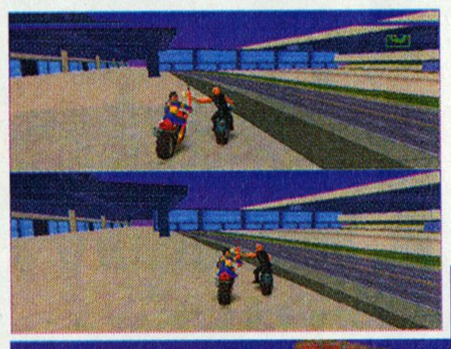
The extent of Rugby conversion plans isn't known but insiders have said: "It would go down well at Twinkies" (we think they mean Twickerham). We spoke to a few Americans to find out what they thought of the possible plan. Dwayne Barrymore for Arkansas fumed: "What they're doin' just ain't right. I'm gonna tell ma momma! She'll sort 'em." Gun shop owner Randy Piezeatski said: "It's not right. American football is supposed to be played by Americans... and the occasional Canadian" However, don't let these brainless hicks make your mind up for you, give them a try yourself. Simply enter the one of the names below to active the desired cheat.

Rugby Mode: 'rgby' for our very own sport
'Big-boned' Players: 'mrshmllw' for fat players
Big football: 'BCHBLL' a super-sized football.
Fireball: 'hsnfr' for a smoking ball
Flubber Ball: 'FLBBR' crazy bouncing ball antics.
Fumble Mode: 'bttrfngrs' no boot grip at all.
Injured Players: 'HSPTL' mass injuries after tackles.
Skinny Little Freaks: 'tthpck' exceedingly thin players
Slow Motion: 'frrstgmp' full slow-motion enabled.
Unlock an alien stadium: 'SCLLYMLDR' It's football, Jim, but not as we know it.

ROAD RAGE REVELATIONS!

NINTENDO 64 ROAD RASH 64 LEVELLED OUT

Bikers! For years the scourge of the road-going nation are set to see their public standing fall to an all-time low.



Things were going well for the long-haired grease monkeys until a lone biker, sick of their disgusting roadhoggery released a list of tactics employed to ensure they won the *Road Rash 64* challenge. With our goal in providing our reader with the best news, all the time, we've decided to print them. Be warned, use of these tactics may make you unpopular.

To unlock All Bikes and All Tracks go to the main menu and press C-up, C-left, C-left, C-right, L, R, C-down, Z. You'll hear a sound if you get it right. Disgustingly, should you want to cheat your way through 'The Beat Down' like our biker friends simply drive on the grass. This will take the heat off you from the cops while they spend their time busting the more law abiding drivers.

For a turbo boost press the wheelie button down until you take off then let go. Once the front wheel comes back down you should be well on your way to clearing the pack. Now finally, shame of shames, the cheat passwords. Go to the Game Select screen and press the combo you want.

The bunny run heads to the docks looking for cheap passage to Holland.

Level 2 R
C-right, Z, R, Z, C-up, C-left, C-up
Level 3 R
C-right, C-right, C-right, R, C-left, C-Down, Z
Level 4 R
C-left, C-right, C-Down, C-right, C-right, C-left, C-left
Level 5 Z
C-right, C-Down, C-left, C-right, C-right, Z, L
Cop Mode Z
C-left, C-Down, C-left, Z, L, R, C-Down
Scooters
C-Down, C-right, C-up, C-left, Z, Z, L, C-left (menu screen)

STOP PRESS • STOP PRESS • STOP PRESS • STOP PRESS • STOP PRESS • STOP PRE

WORLD TAKEOVER BID!

PC AGE OF EMPIRES 2 CODES REVEALED

◀Everyone in the city rushed out as soon as the circus arrived.

Many eras ago Kings and Queens were doing battle with one another for land, wealth and status.

Several thousand years later and the battles are being recreated in our back rooms and Internet cafés courtesy of a new game from soon-to-be world dominators, Microsoft. In this game, which has got every bespectacled gamer from the age of 14 to 17 playing, the gamer is given a civilisation to raise. Once sufficiently strong, the digital director sends his troops into battle. The odds of winning are slight, so to even up them up a little here's a list of some very handy cheat codes. To activate a cheat, type enter then bash in the code you want to use.

Cheat Codes
1000 gold:
ROBIN HOOD
1000 food:
PEPPERONI PIZZA
1000 stone:
ROCK ON
1000 wood:
LUMBERJACK
Cobra car:
HOW DO YOU TURN THIS ON
Commit suicide:
WHIMPY WHIMPYWHIMPY
Control animals:
GAIA
Instant building:
AGEIS
Full map:
MARCO
Lose campaign:
RESIGN

RULE THE GLOBE WITH YOUR FINGERS AND THUMBS

Remove Fog of War:
NO FOG
Slay all enemy:
BLACK DEATH
Win campaign:
I R WINNER

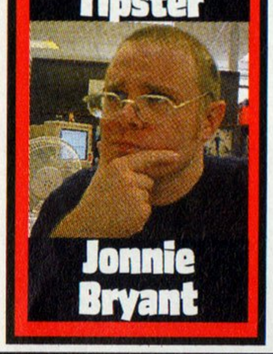
Hot key Cheats
Build immutable structure
[Ctrl] + P
New resource menu
[Ctrl] + T
Speed construction
[Ctrl] + Q
View ending
[Ctrl] + C

STOP PRESS • STOP PRESS • STOP PRESS • STOP PRESS • STOP PRESS •

THE GUIDE

PlayStation

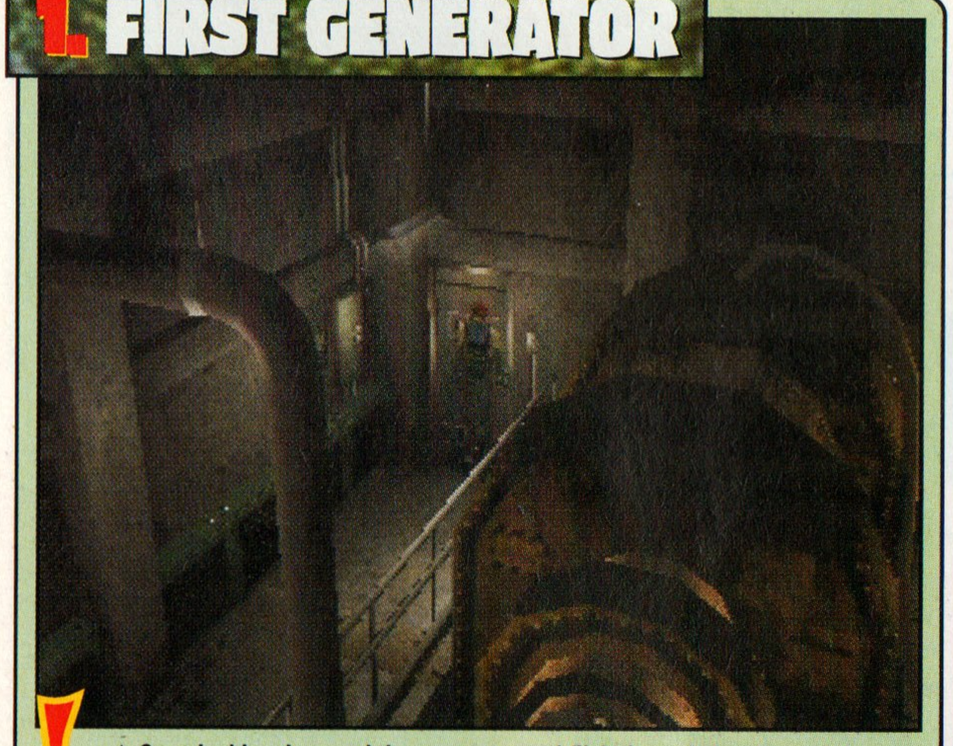
Tipster



DINO CRISIS

OUR RAKISH TIPSTER, JONNIE BRYANT, COCKS HIS KEYBOARD AND HEADS AWAY FROM IBIS ISLAND WITH THE COMPLETE GAME GUIDE!

1. FIRST GENERATOR



▲ Once inside, nip round the generator and flick the switches beyond thus: Right, Centre, Right (colour sequence Red, Blue, Green, White).

▼ The generator will now fire up and supply the necessary power to the facility. Get back outside and find out what's happened to Gail.

▲ Turn, pull the level next to the panel, and watch as the four batteries crunch home into their sockets.

2. SECURITY LOCKER CODE

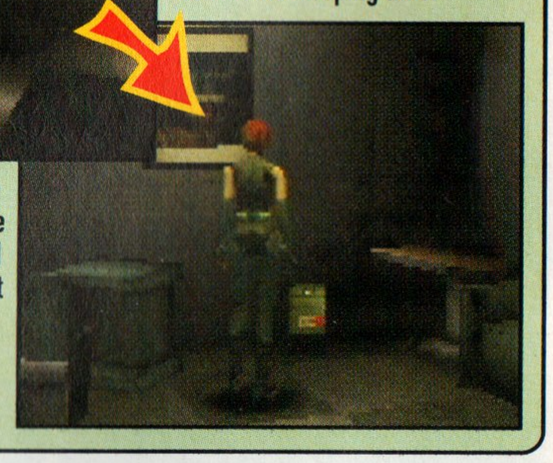
▲ Once you've explored the main office, head into the Custody Room next door and move to the security locker.

▲ Search the corpse on the floor and then go to the cabinet and use the code you got from the Locker Room. (0426)

3. LOUNGE SAFE

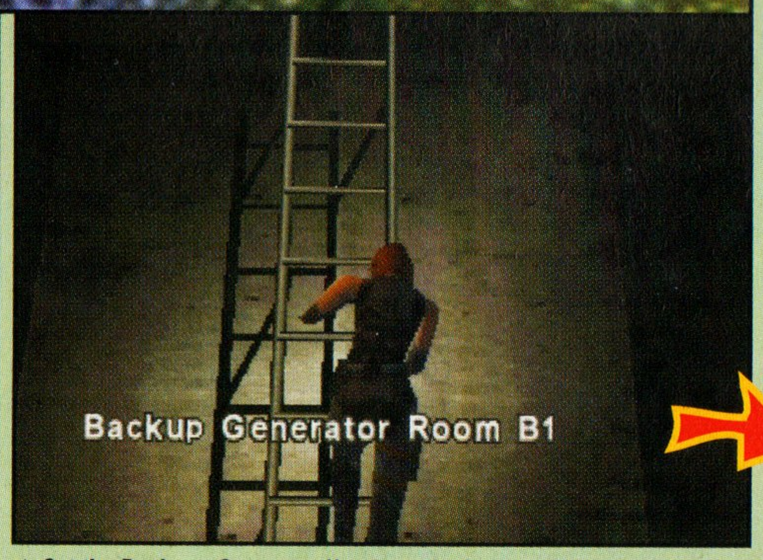
◀ Two raptors will attack near the safe. Kill them both then enter the code 8159 and grab the Hand Gun Slides.

▼ On your way out, don't forget to pick up the item that was behind the sleeping dino.



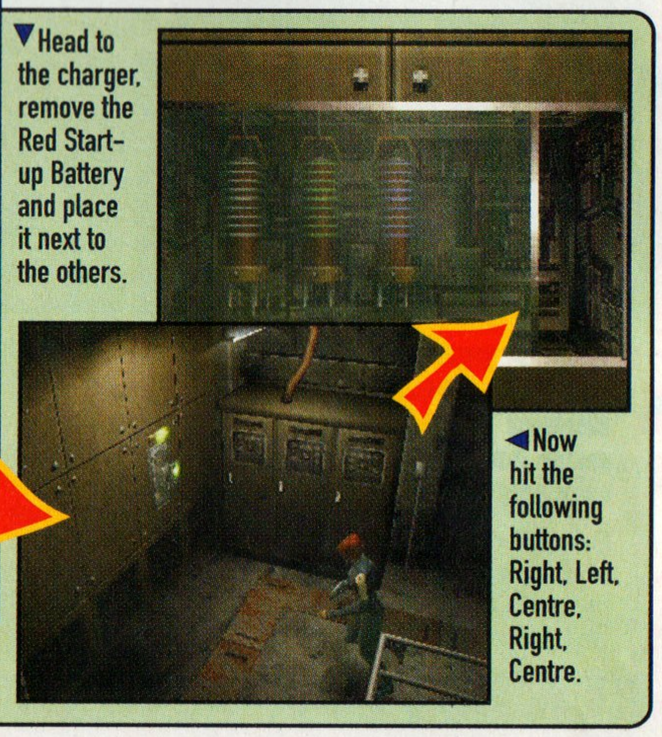
◀ Dodge the Raptor in the corridor and take the first door on the right into the Lounge.

4. SECOND GENERATOR



▲ Get the Back-up Generator Key from the Lecture Room and head outside the facility and down the ladder next to the stationary fan.

▼ Head to the charger, remove the Red Start-up Battery and place it next to the others.

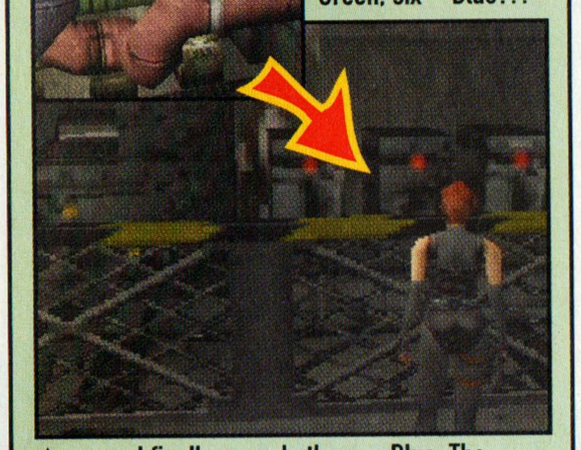


◀ Now hit the following buttons: Right, Left, Centre, Right, Centre.

5. PIPE PUZZLE

▲ As you face the consoles, number them clockwise from one to six.

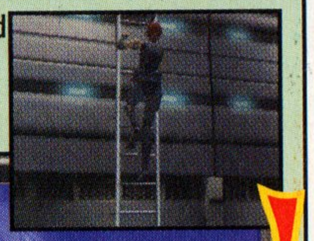
◀ At console four hit Red, one – Red, five – Green, two – Green, six – Blue...



▲ ... and finally console three – Blue. The Back-up Generator should now fire up.

6. CRANE PUZZLE

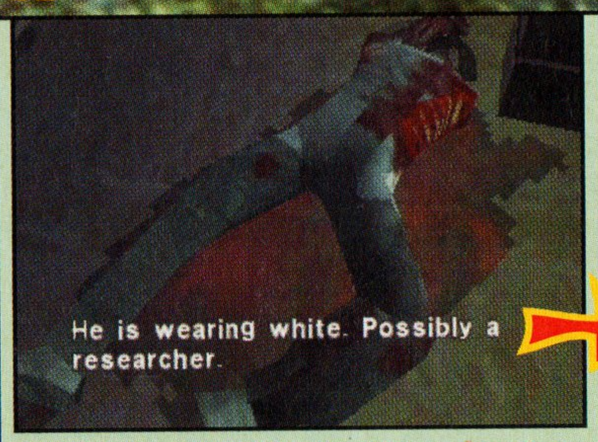
► There's no hard and fast rules here, but a handy tip is that if you finish a sequence...



▲ ... by dropping one box on top of another, the crane will retain its load...

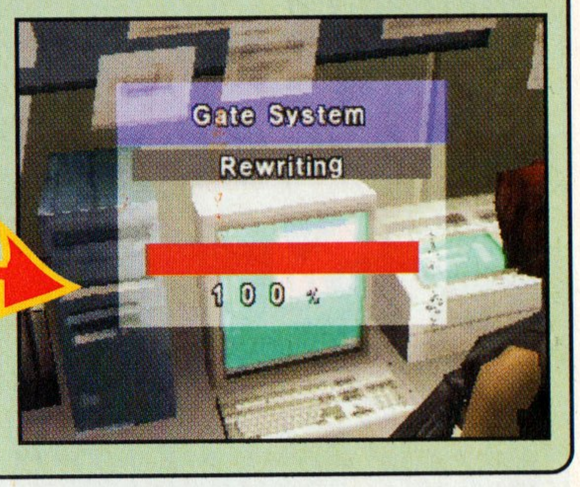
▲ ... and return to the starting point, thus giving you a second chance to move it.

7. RECORDING ID CARD

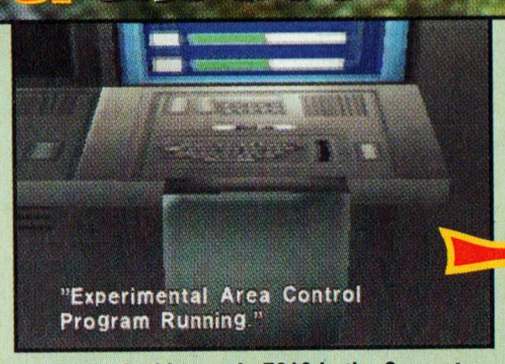


▲ Get the Finger Print Collecting device and use it on the researcher in the Elevator Hall.

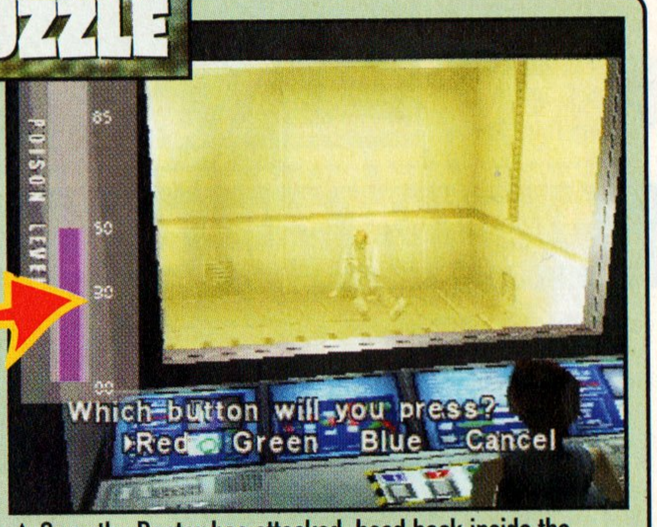
▼ Head back to the office and once you have inserted the card in the machine type in Paul Baker's ID code. (58104)



8. GAS ROOM PUZZLE



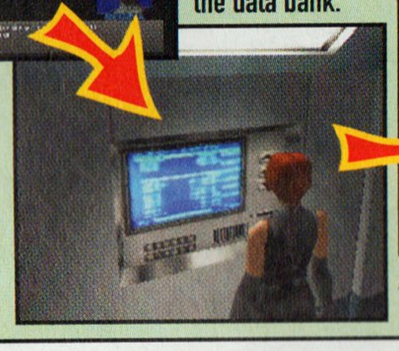
▲ Use the locking code 7248 in the Computer Room to open the door to the Gas Experiment. Once inside, move to the panel and hit the buttons in this order: Red, Green, Blue, Red. The gas will vanish and you can enter.



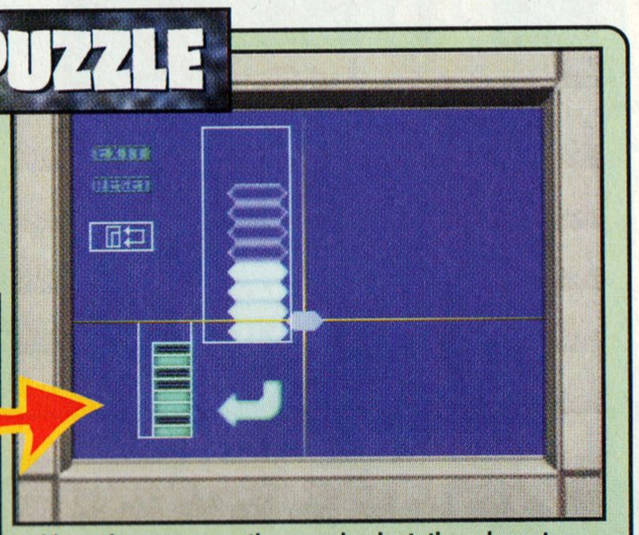
▲ Once the Raptor has attacked, head back inside the chamber and get the Small Key off the corpse.

9. B1 KEY CHIP PUZZLE

◀ Examine the key chip to discover the code required to open the data bank.



► Go to the Library and insert the Key Chip in the display screen and key in 3695.



▲ Move the cursor up three and select, then down two, up one and down two. The data bank will now open.

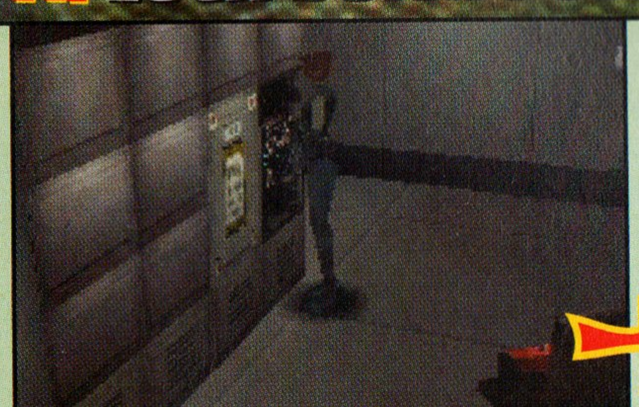
10. PANEL KEY CODE

▲ Head back to the Chief's room and move over to the medal case behind the desk.

► Insert both the Panel Keys to reveal a safe with a key pad.

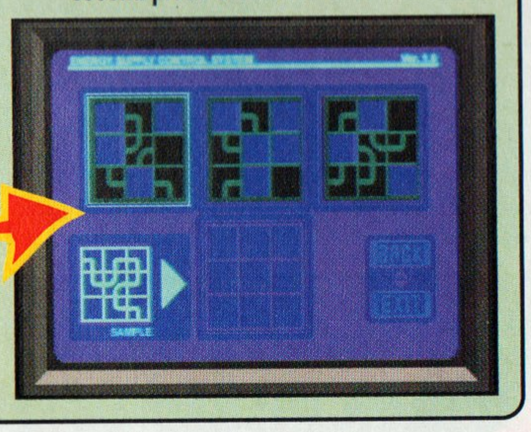
◀ Insert the code 705037 and the safe will open. Take the Key Card L and prepare for a large sized surprise.

11. LOCK DOWN PUZZLE

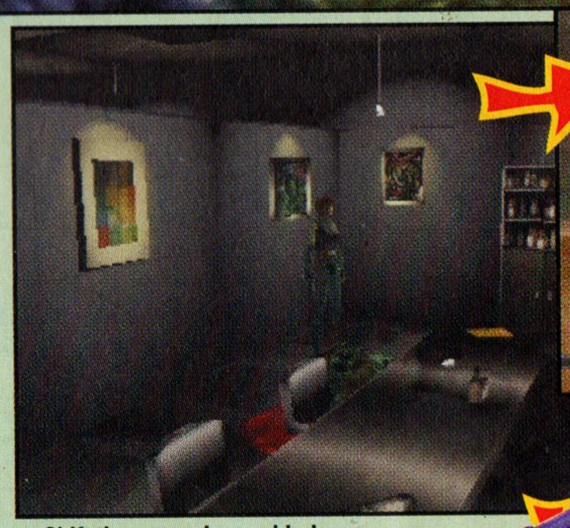


▲ Remove the panel using the screwdriver and expose the puzzle segments underneath.

▼ Reading from left to right, turn the third piece clockwise once and select it. Then select the first piece without rotating it and then turn the second piece clockwise once and select.



12. HANGER BOXES



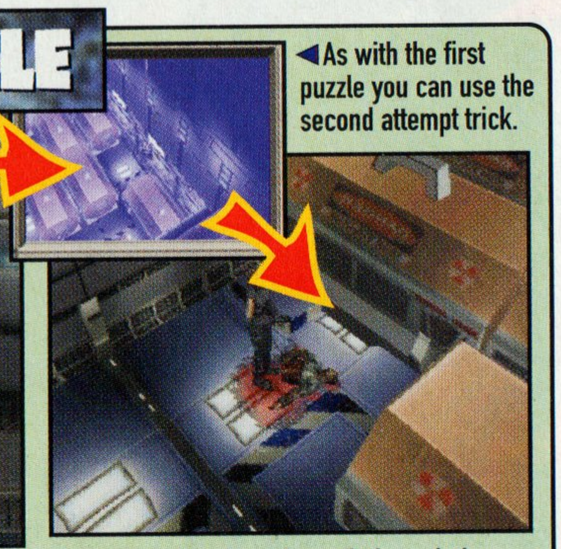
▲ Shift the second movable box you come across to the right then run round it.

▲ Arrange the boxes as shown, then move the final box right and the one above it towards the 'Exit' sign.

13. B3 CRANE PUZZLE

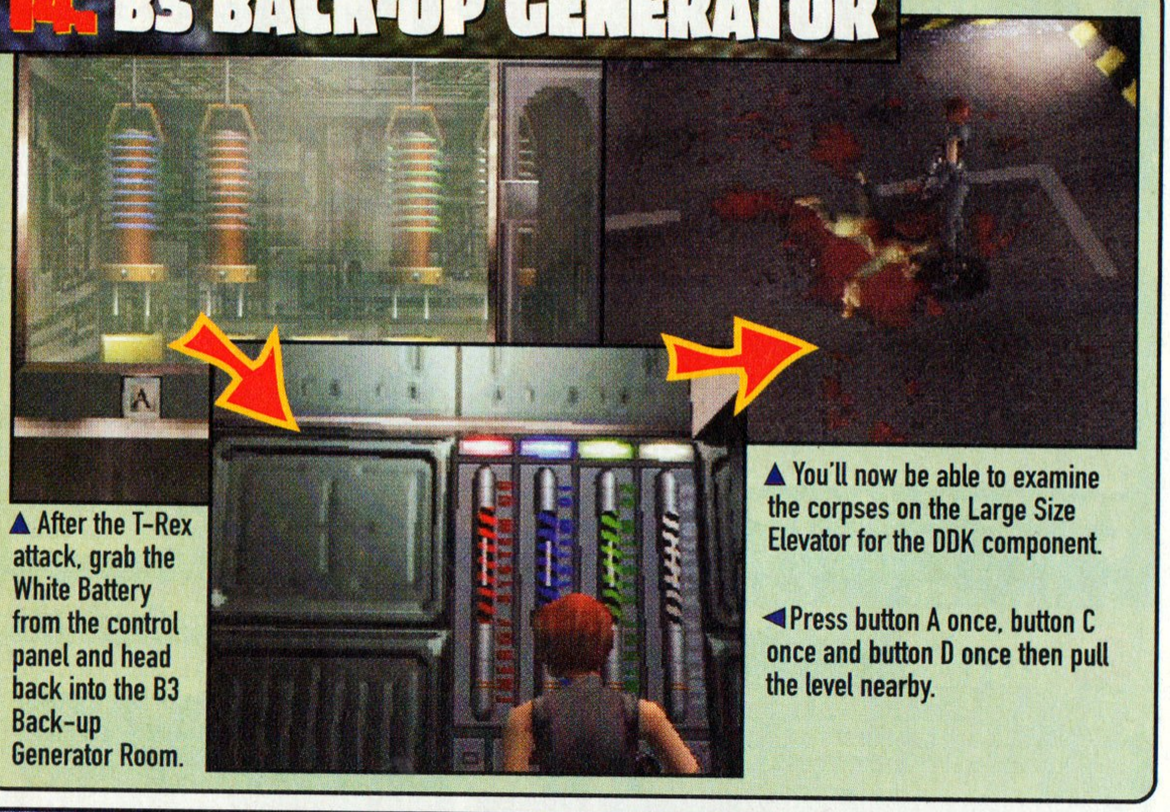
▲ Once you've found the three Crane Keys, climb the ladder and head to the operation cabin.

◀ As with the first puzzle you can use the second attempt trick.



▲ Once you've cleared a path through the containers, head round to the corpse.

14. B3 BACK-UP GENERATOR

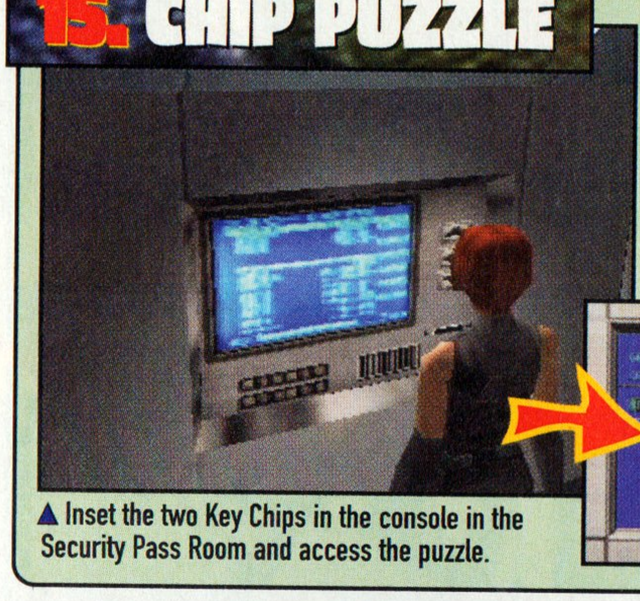


▲ After the T-Rex attack, grab the White Battery from the control panel and head back into the B3 Back-up Generator Room.

▲ You'll now be able to examine the corpses on the Large Size Elevator for the DDK component.

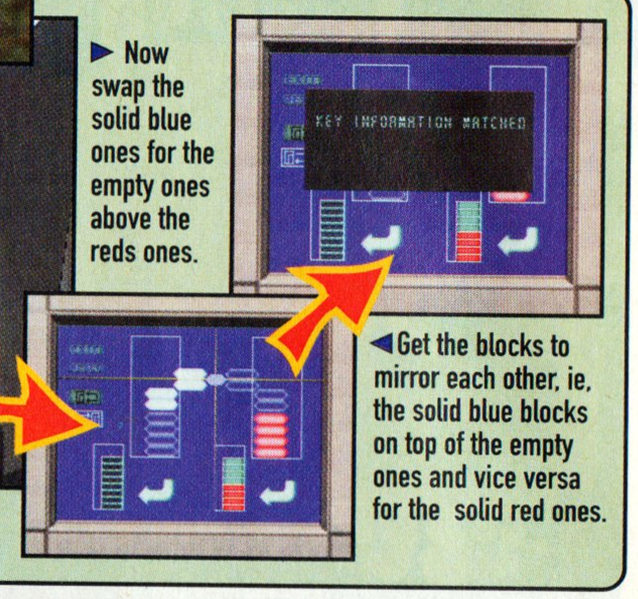
◀ Press button A once, button C once and button D once then pull the level nearby.

15. CHIP PUZZLE



▲ Inset the two Key Chips in the console in the Security Pass Room and access the puzzle.

▶ Now swap the solid blue ones for the empty ones above the reds ones.

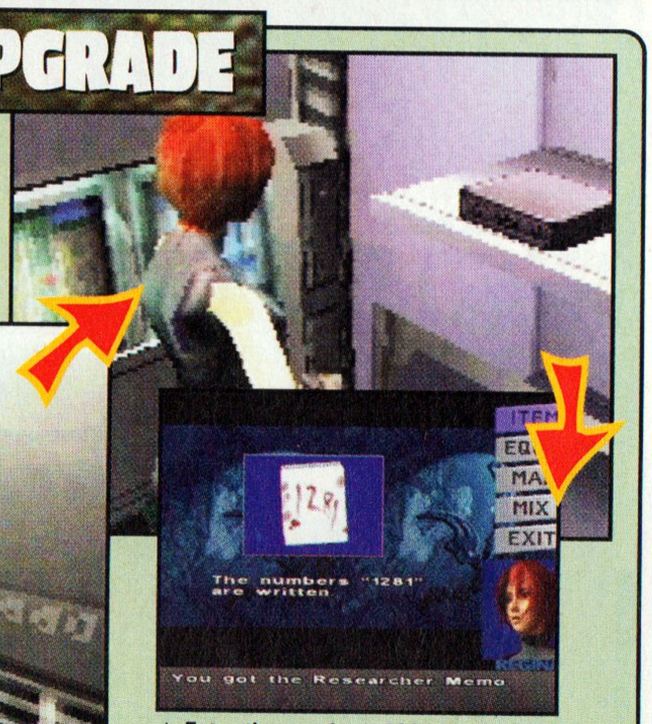


◀ Get the blocks to mirror each other, ie, the solid blue blocks on top of the empty ones and vice versa for the solid red ones.

16. SHOT GUN UPGRADE

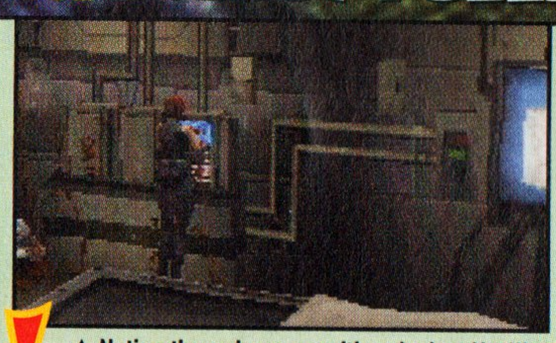
▶ In the Stabilizer Experiment Room head over to the safe in the corner.

▼ The dead researcher in the Power Frequency Room leaves you the code.



▲ Enter the numbers 1281 into the numeric pad to access the tasty shotgun upgrade.

17. ENERGY PUZZLE



▲ Notice the palm recognition device. You'll be able to pull Kirk's prints off this later.

▲ Reading from left to right, turn the second part of the puzzle anticlockwise once and select...

▲ ... then select the third piece, and finally turn the first part anticlockwise once and select it.

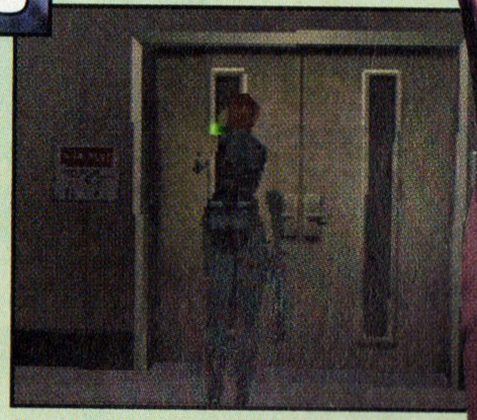
DIFFERENT ENDINGS

▲ Follow either Rick or Gail for the final section of the game and two different 'Bad' endings are available. In both you escape the facility in a hovercraft, but lose one central character. So either Dr Kirk or Gail dies.

▲ For the 'Good' ending, agree with Rick then head back to the B3 Weapons Storage Area and pass through the previously locked A level door. You will find Dr Kirk, a helicopter and a seriously hungry T-Rex the other side.

DDK DOOR CODES

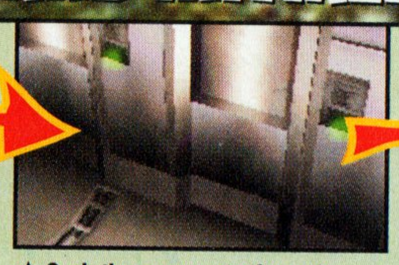
DDK security doors litter the facility and finding the two components to open them is no easy task. Once you have both parts of your access dics, insert them and you'll be presented with a code and key screen.



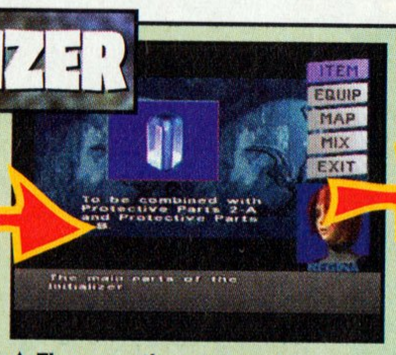
Here's all the codes you'll need: DDK H = HEAD, DDK N = NEWCOMER, DDK L = LABORATORY, DDK E = ENERGY, DDK W = WATERWAY, DDK S = STABILIZER and DDK D = DOCTORKIRK.

STABILIZER AND INITIALIZER

▲ Enter the Parts Storage area and enter the code 367204.

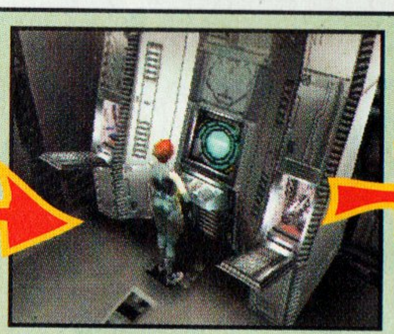


▲ Grab the core parts from the two safes in this room.



▲ There are three separate sections for both the components.

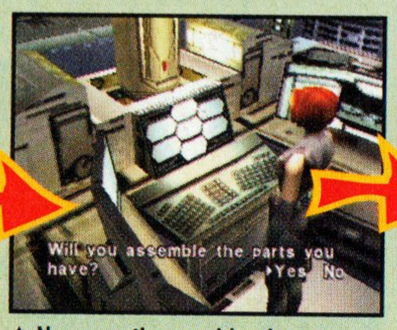
▲ Codes 0367 and 0204 used on both the machines in...



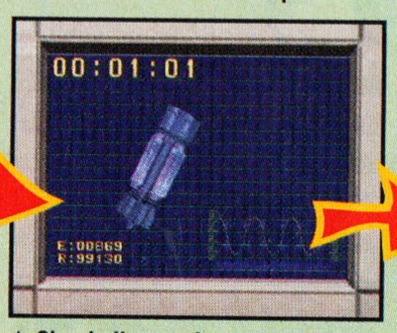
▲ ... the Stabilizer Design Room will provide three more parts.

▲ The P 2-A is your second component for the Initializer.

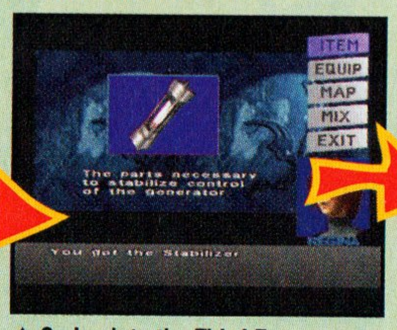
▲ The final section can be found in the Stabilizer Experiment Room.



▲ Now use the machine here to assemble all the parts.



▲ Simply line each component up with the central green line.



▲ Go back to the Third Energy area and insert the Stabilizer first...

▲ ...then the Initializer and start up this part before...

▲ ... activating the Stabilizer control console. And that's it!

A New Obsession

FROM THE LEGENDARY CO-CREATOR OF QUAKE™

JOHN ROMERO'S 大刀 DAIKATANA™

www.daikatana.com

ION STORM™

PC CD

www.ionstorm.com

By John Romero

EIDOS INTERACTIVE

eidos.com

ION STORM, DAIKATANA, HIRO MIYAMOTO, SUPERFLY JOHNSON AND MIKIKO EBIHARA name and logos are trademarks of Ion Storm, L.P. All rights reserved. Copyright © 1999 Ion Storm L.P. EIDOS, EIDOS INTERACTIVE and the EIDOS INTERACTIVE logo are registered trademarks of EIDOS INTERACTIVE. © 1999 EIDOS INTERACTIVE. All other trademarks are the trademarks of their respect owners.

SECRETS SERVICE

THE GREATEST CHEATS DISCOVERED BY YOU LOT! SEND IN YOURS AND WIN BOOTY!

CHEATIN' DAWG...

POKEMON (GB)

YOU'RE A MADCATZ WINNER!

The Man at the Viridian City

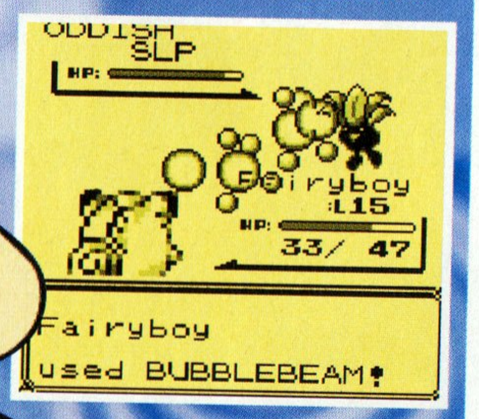
To do this trick you'll have to have a Pokémon with surf and another Pokémon with the fly ability, plus you'll have to have been to Cinnibar Island. Okay, go to your item list, put a rare candy or another item at the sixth place on your list (use the Select button). Fly to the Viridian City and talk to the old man to the very north. Select 'no' when he asks if you are in a hurry. He'll show you how to catch a common Weedle. Next, fly to Cinnibar Island, head east and when you've reached the edge, surf. Do nothing except surfing on half land and half water. When and if you meet a Missingno or a pokémon with weird letters and is at level zero, select run. Press Start and go to items, you'll see a weird sign followed by nine, you have 199 items. Keep on using it until you see a *99 sign which means that you have 99 left. If you have a * followed by a blank and then a nine, you've got more than nine. The blank is really a sign.

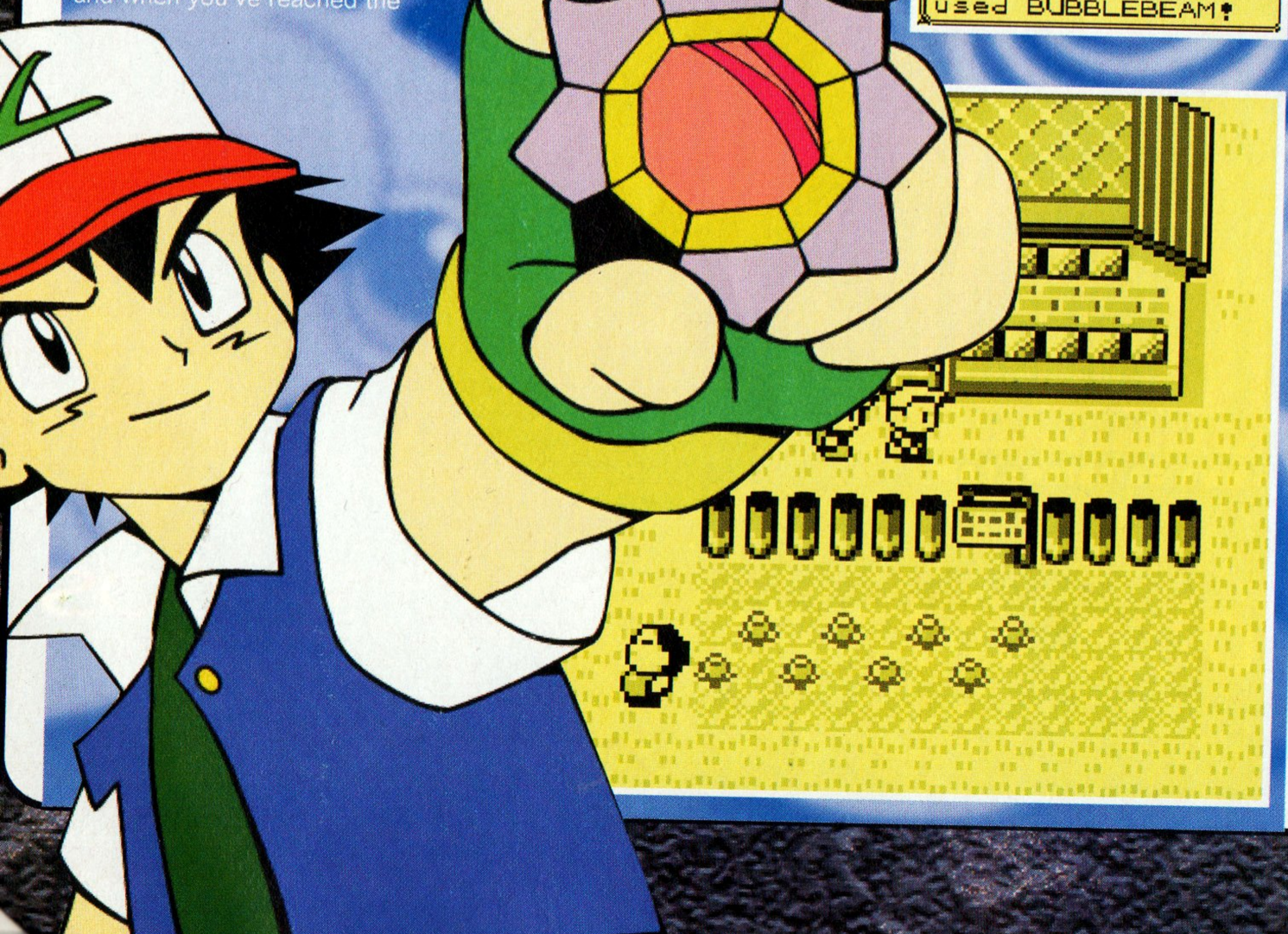
Safari Zone Trick

This trick lets you capture Safari Zone Pokémon from outside of the Safari Zone and be able to fight them and capture with normal Pokéballs, Great Balls, Ultra Balls etc. First of all whatever Pokémon are in the Safari Zone you're in when the time runs out are the pokémon you'll be able to catch.

So, stay in the area you want to be in and just walk around until the time runs out. Then, go to the shore at the bottom of Fuchsia City and surf to Seafoam Islands. Stay on the part of the island that isn't totally on water or land and runs vertical to the Cave. Surf up and down on that strip and you'll run into Safari Zone Pokémon that you can fight and catch. With this trick I was able to catch some of the harder to catch Pokémon of the Safari Zone like Scyther and Tauros which was ace!

Sion Grimley, North Wales





WIPEOUT 3 (PSX)

Extra Vehicles: Enter JAZZNAZ as a default name for your pilot.
All Tracks: Enter WIZZPIG as a default name.
Prototype Track: Successfully complete all tracks with all teams in a single race mode. Then select the new 'prototypes' option on the main menu.
Phantom class: Enter AVINIT as a default name.

RIDGE RACER TYPE 4 (PSX)

Top Gear Hints

Turbo Boost: Choose manual gears and at the start of the race hold accelerate. When the light turns green, flick gears to 2nd and you should accelerate hard from the starting grid, giving you a good head start.
Extra boost: While playing press L2 + R2. This will give you a quick burst of acceleration and you will soon be in first place!

All from Simon Oliver, Derbyshire

SUPER MARIO 64 (N64)

Mario's Hat Factory

Go to any level where Mario loses his cap (the Desert or the last snow zone) and make the plumber lose his hat. Watch where the hat lands but don't pick it up! Instead, go to a warp (use it) and then go back to your hat. Once you're there, tip-toe slowly to the headgear and Mario will grab it, but there'll be another hat underneath it! Be careful not to run into these two hats or you'll pick both of them up.

Paul Jackson, Sunderland

CRASH BANDICOOT 2 (PSX)

Extra Lives

On the second level, you'll see a bear sitting outside. Jump on him 10 times and then belly flop him and you'll get an extra 10 lives.

Neil Fisher, Cheshire

DESERT STRIKE (MD)

Chopper Passwords

At the password screen, enter the following:
Ten lives: BQQQAEZ
Five lives: TQQQLOM
Level 2: LQOLQRT
Level 3: ALOLHZK
Level 4: PTKEFTG

Gary Onslow, London

THEME HOSPITAL (PSX)

TOP TIP

Accident and Emergency Passcodes

Level 2: ⊗, ●, ■, ▲, ▲, ●, ■, ⊗
Level 3: ●, ●, ▲, ■, ⊗, ▲, ●, ▲
Level 4: ■, ▲, ●, ■, ⊗, ⊗, ▲, ●
Level 5: ●, ▲, ■, ●, ⊗, ▲, ●, ■
Level 6: ■, ▲, ■, ●, ⊗, ■, ⊗, ●
Level 7: ■, ▲, ▲, ●, ⊗, ■, ▲, ●
Level 8: ⊗, ▲, ■, ●, ▲, ●, ■, ⊗
Level 9: ▲, ■, ⊗, ▲, ●, ⊗, ▲, ■
Level 10: ●, ■, ⊗, ▲, ■, ⊗, ●, ■
Level 11: ▲, ●, ■, ●, ▲, ■, ●, ⊗
Level 12: ●, ■, ⊗, ⊗, ■, ●, ■, ▲

At the end of each level, when you get the letter to transfer you to the next level, keep turning down the offer and with each letter the money will get higher.

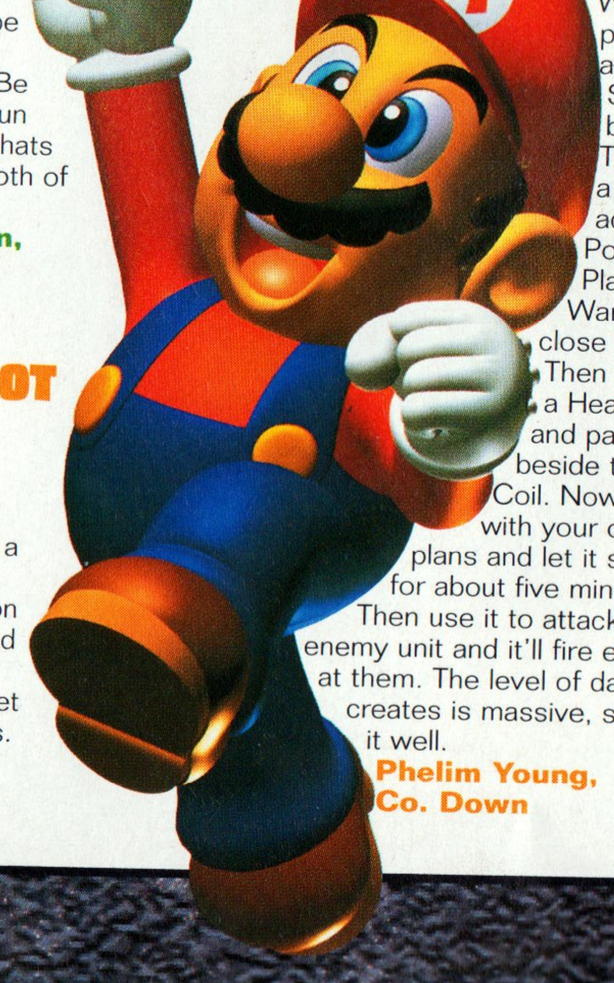
Lee Conway, Tyne & Wear

COMMAND & CONQUER: RED ALERT (PSX)

Mr Tesla's Power

When playing as the Soviets, build a Tesla Coil, a couple of advanced Power Plants and a War Factory close together. Then construct a Heavy Tank and park it beside the Tesla Coil. Now get on with your other plans and let it sit there for about five minutes. Then use it to attack and enemy unit and it'll fire electricity at them. The level of damage it creates is massive, so protect it well.

Phelim Young, Co. Down



COMMANDOS: BEYOND THE CALL OF DUTY (PC)

Mission Skip

Type in the following at the password menu
OX117: Asphalt Jungle
70H90: Dropped out of the Sky
OCOAU: Thor's Hammer
71BAW: Guess who's coming tonight
OW82M: Eagle's Nest
7Z8SK: The Great Escape
O6J2X: Dangerous Friend
Ben Willis, Cornwall

TIME CRISIS (PSX)

Shooty Hints

If you manage to shoot every single barrel that rolls towards you, you will be transported to the final level. Get blasting!
Huseyin Elhasoglu, London

TEST DRIVE 5 (PSX)

Learner Codes

To enter these cheats, go to the Options screen and type these codes with spaces between words. If done correctly you'll hear a loud boom for confirmation.
All police cars: 'i carry a badge'
Nitros: Enter your name as 'whoooosh' at the high score screen and then press the horn.
Remote braking: 'remote braking' and then press the horn.
All tracks: 'cup of choice'
Reverse all the tracks: 'that takes me back'
Small cars: Enter your name as 'mjcim.rc' at high score screen.

TOCA 2 (PSX)

Car Codes

MECHANIC: All cars
BIGLEY: All circuits
DINKEYBIT: Extra track
LONGLONG: 40 lap race
BANGBANG: Battle mode
BCASTLE: Bounce off walls
LUNAR: Jump when you crash

DESTRUCTION DERBY 2 (PSX)

Write Off Cheats

MACSrPOO: All tracks and arenas
ToNyPaRk: Credits (in fancy FMV)
CREDITZ: Credits (cartoon form)

SMALL SOLDIERS (PSX)

Soldier Boy Secrets

Gorgan: ⊗, ⊗, ▲, ●, ●, ⊗, ●, ⊗
Dimensional Temple: ●, ⊗, ▲, ●, ●, ●, ●, ⊗
Floating Fortress: ●, ⊗, ▲, ●, ●, ●, ●, ⊗
Spirit Bog: ▲, ⊗, ▲, ●, ●, ▲, ●, ⊗
Canyon Village: ⊗, ●, ▲, ●, ●, ⊗, ▲, ⊗
Creepy Caverns: ●, ●, ▲, ●, ●, ●, ▲, ⊗
Space Ship: ●, ●, ▲, ●, ●, ●, ▲, ⊗
Hall of Patriots: ▲, ●, ▲, ●, ●, ▲, ▲, ⊗
Graveyard of War Machines: ⊗, ●, ▲, ●, ●, ⊗, ⊗, ●
Nuclear Mine: ●, ●, ▲, ●, ●, ●, ⊗, ●
Launch Centre: ●, ●, ▲, ●, ●, ●, ⊗, ●
All Weapons: At the code centre press: ▲, ▲, ●, ●, ●, ⊗, ●, ⊗
Infinite Ammo: At password screen press: ▲, ●, ●, ●, ●, ⊗, ▲, ●
Invincibility: At the code centre press: ●, ●, ▲, ▲, ●, ⊗, ●, ⊗

Level Passwords

Level 1: ⊗, ⊗, ▲, ●, ●, ⊗, ●, ⊗
Level 2: ●, ⊗, ▲, ●, ●, ●, ●, ⊗
Level 3: ●, ⊗, ▲, ●, ●, ●, ●, ⊗
Level 4: ▲, ⊗, ▲, ●, ●, ▲, ●, ⊗
Level 5: ⊗, ●, ▲, ●, ●, ⊗, ▲, ⊗
Level 6: ●, ●, ▲, ●, ●, ●, ▲, ⊗
Level 7: ●, ●, ▲, ●, ●, ●, ▲, ⊗
Level 8: ▲, ●, ▲, ●, ●, ●, ▲, ▲, ⊗
Level 9: ⊗, ●, ▲, ●, ●, ⊗, ⊗, ●
Level 10: ●, ●, ▲, ●, ●, ●, ⊗, ●
Level 11: ●, ●, ▲, ●, ●, ●, ⊗, ●
Level 12: ▲, ●, ▲, ●, ●, ▲, ⊗, ●
Level 13: ⊗, ▲, ▲, ●, ●, ⊗, ●, ●
Level 14: ●, ▲, ▲, ●, ●, ●, ●, ●

AGE OF EMPIRES (PC)

Global Domination Cheats

Steroids: everything evolves in a second (enter once more to stop).
Pepperoni pizza: 1000 food (use this cheat as much as you like).
Quarry: 1000 stone
Coinage: 1000 gold
Woodstock: 1000 wood
Bigdaddy: car with missiles
E=mc2tropper: nuclear soldier
Photon man: guy with a laser gun
All from Richard O'Brien, Havant

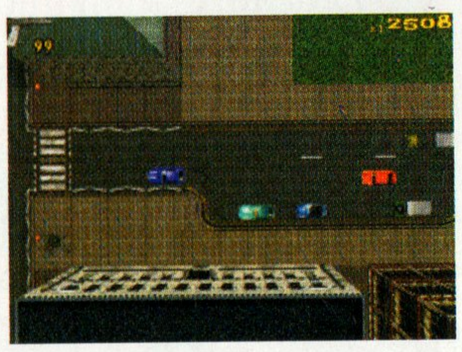
NINJA: SHADOW OF DARKNESS (PSX)

The Hidden Way

When 'checking memory card' shows quickly press L2 x2, R2 x2. The phrase 'Dels Level Cheat On' will appear for confirmation.
Baby mode: When 'Press Start' flashes at the title screen, press L2 x3, Select x3, R2 x3.
Big head, hands and feet mode: press Select x3, L2 x3, Select x3
All weapons: Pause gameplay and press R2 x3, L2 x3, R2 x3, L2 x6.
Craig Farmer, Burnham -on-Sea

GRAND THEFT AUTO (PC)

Armoured Hearts



I've found a way to get a kill frenzy tank on *GTA*. Enter porkcharsui as your name (to let you see the co-ordinates), go to San Andreas and enter Tequila Slammer. Go past the auto in south west marina (on the motorway side). When you get to southwest Sunview go to the co-ordinates numbered 3,243,3 (you can get the co-ordinates by pressing the C button on the keyboard. Get on the super bike and jump the jump next to you – you can't do it in a car. Get the info sign and it'll say 'The doors to Hell are open'. Now go to southeast Richman, co-ordinates 203,29,1, and you'll find a door. Get out of the car and walk through the door and keep going until you find a tank. Press fire to shoot. Smoking!
Atilla Karacadag, Somerton

CRASH BANDICOOT 2 (PSX)

Secret Levels

Level 1: Turtle Woods
Special Gem: Play through the level without smashing any boxes.
Level 2: Snow Go
Special Gem: Go through the warp in 'air crash' level. (Jump on the river boxes to an empty platform.)
Level 10: The Eel Deal
Special Gem: At the end of the secret area. (Go straight through the dead end.)
Level 11: Plant Food
Special Gem: Finish the level within the time limit.
Level 20: Bee-having
Special Gem: Inside the secret area. (Leap up onto the Nitro boxes and these will not kill you.)
Darryl White, Southampton

BLOOD OMEN: LEGACY OF KAIN (PSX)

Vampiric Codes

During the game input the following codes for a bundle of goodies:
Blood refill: ▲, ►, ●, ●, ▲, ▼, ►, ◄
Full magic: ►, ►, ●, ●, ▲, ▼, ►, ◄
Richard Jones, Taunton

GRAN TURISMO (PSX)

All Licences

Simply go and start the B-1 Licence track and then pause. Then press ▲, ●, ◄, ▲, ▲, ▲, ●. You should now have all the licences and tracks.

Free Parts

1. Buy two identical cars and give them a different colour scheme.
2. Fully spec up one car
3. Check out the fitted parts (you should see what you've bought).
4. Get the other car and check its fitted parts (it should have none).
5. Go and do a spot race in the second car.
6. When you get to the qualifying options, go to machine settings and you'll be able to select all the parts from the other car.
7. Exit the race and check the parts for both cars and you'll see that you have all parts for both cars for half the price. (Note: This won't work with weight reduction, port polishing or racing modification activated.)
Daniel Wittred, Norwich

TEKKEN 3 (PSX)

Kicking Cheats

First you must acquire Jinor Xiayou's uniform by playing them 50 times in Arcade mode. Then select a two-player game and choose Jin/Xiayou by pressing ▲ before your opponent selects his player. You'll then get to fight on a schoolyard background.
Dominic Jones, Leicester

HALF-LIFE (PC)

Weapons and Ammo

First to activate the cheat mode you have to change the *Half-Life* executable file (exe) to hl.exe-console. Then load the game and click on the new console button in the top left hand corner and type in sv_cheats 1. Now load a game and press the key to the left of [1] and type any of the following:
/god: invincibility
/noclip: fly through walls
/give weapon_357: 357
/give weapon_9mmhandgun: 9mm handgun
/give weapon_crossbow: crossbow
/give weapon_crowbar: crowbar
/give weapon_egon: egon gun
/give weapon_gauss: gauss gun
/give weapon_handgrenade: hand grenade
/give weapon_hornetgun: hornet gun
/give weapon_rpg: rocket propelled grenade launcher
/give weapon_glock: glock
/give weapon_mp5: mp5
/give weapon_python: python
/give weapon_satchel: satchel charge
/give weapon_shotgun: shotgun
/give weapon_snark: snarks
/give weapon_tripmine: tripmine
/give item_longjump: longjump module
/give item_suit: hazard suit
/give ammo_357: 357 ammo
/give ammo_9mmbox: 9mm ammo
/give ammo_buckshot: shotgun shells
/give ammo_rpgclip: rpg
/give ammo_glockclip: glock clip
Daniel Steele, Newton Abbot

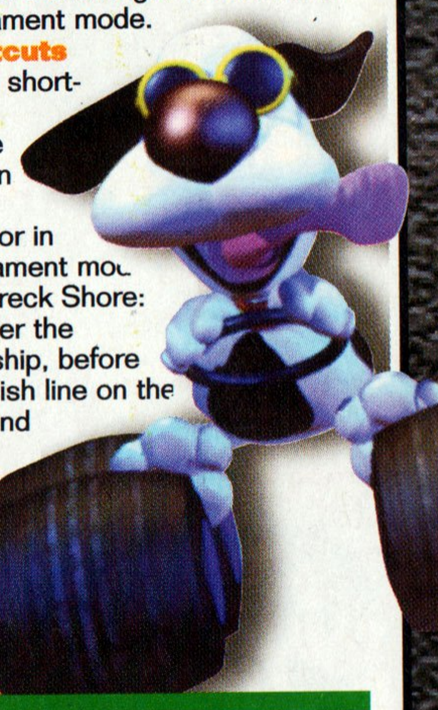
SPEED FREAKS (PSX)

Hidden Characters

Cosworth (The Dog): To get this character, complete the easy tracks, coming first each time and complete Cosworth's challenge. Do all this on Tournament mode.
Tetsuo: To get Tetsuo, complete all the medium tracks, coming first each time and complete Tetsuo's challenge. Do all this on Tournament mode.
Beemer: To get Beemer, complete all the hard tracks, coming first each time. Then complete Beemer's challenge. Do all this in Tournament mode.

Shortcuts

All the short-cuts can be done in single races or in Tournament mod
Shipwreck Shore: Go over the boat/ship, before the finish line on the left hand side.



SEND YA CHEATS AND WIN!

Why not prize your thumb off the joypad and use it to hold a pen instead? Simply write to us with some of the coolest cheats you've come across, and who knows, perhaps your entry will be chosen as the tip of tips. Achieve this enviable status and you'll receive a bundle of peripherals (including a joypad, wheel and memory card) from those wonderful people at Madcatz. So stop playing and get writing...

This isn't much of a shortcut but it is a bit quicker.
Neon City: Round the first curve there's a part of the track where the road splits in two. On the last lap, go down the left hand side where the road splits and there should be an opening door saying 'Exit' above it. Go through the door for a quicker route.
Millennium Park: When you reach the bumps, go over to the left hand side and get onto the ledge. Go along the ledge and you'll see a small waterfall. Go through and follow the path.
Thunder Trail (Lap 4 and 5): Go normally past the Start/Finish line. When you get to the part of the map with land in the middle, turn to the left and follow the path.
Silver City: After you've gone through the double tunnels, turn left quickly, just before the corner, and go through the hedge.
Drift Arena: Go normally past the Start/Finish line and round the first corner. When you see a ledge on the left hand side go up it (you have to make a quick turn to get up it correctly). When you've done that follow the path.
Moonlight Cove: Go through the big tree trunk and turn the next corner, then go to the left hand side, between the two signs with arrows on them. There's another shortcut on the last track where you go through a tunnel.
Sun Valley Drive: Go round the first turn and on your left you'll see a waterfall in the water. Go through the water, through the waterfall and follow the path.
Gold City: There's a ramp on the right next to the Start/Finish line. Go up it and when you're back on a double road, quickly turn to the right once again.
Grand Rapids: On the second to last turn of the track, there's a big tree trunk on the right hand side. Behind the tree trunk is a small hole. Go through it.
Sunset Isle: On the last part of the tomb you'll see a hole in the left hand side of the track. It'll be dark for the first few seconds.
Michael Joplin, Berkshire

HALF-LIFE (PC)

Extra Pistol ammo
On level 1, after you've gone up the elevator and killed the first of the enemies, you'll find a cop. Turn to the left and you'll see a control room. Ask the cop to follow you and go into the control room, stopping by the keyboards. The cop should stand under the door and when the door closes, it'll hit him in the head until he's knocked unconscious. Then you can grab his ammo.
Marc Davies, Menai Bridge

ACTUA SOCCER 3 (PSX)

Footie Codes
Go to the editor at the main menu and then enter the following names at the Team Creation screen. Then when you come to pick your team just select it from the custom slot.
Shearer's XXX team: SEXY FOOTBALL
Leeds Utd All Stars: BREMNERS BOOT
Green house test team: OZONE LAYER
Big head mode: TOP HATS
Actua Soccer web team: SPIT N SPIN
Boat racers team: TIFF HOBBY
Food group team: BIN MAN
Arsenal ladies team: LONGDOWN GIRLS
Doncaster Rovers team: SHAME
Top 50 babes 1 team: NO THANKS
Top 50 babes 2 team: YES PLEASE
Virtual Blades team: CHIP BUTTY
Pattis Shandi men team: CPU SPUD
Gremlin staff 1 team: DOUBLE TROUBLE
Gremlin staff 2 team: WIDE BOYS
Dicks pick n mix: CANDY MAN
The hardmen: SHADWELL TOWN
Duds spuds: MISS WILKO
Fighting forth: FLAGSTONING
Heavenly HTFC: LEE THE PIG
Ledbury FC: SINK OR SWIM
Madness friday: IMPOSSIBILITY
Skellington Utd: GRIM REAPER
Cyborg Rovers: METAL HEADS
FC Gremlin: I MADE THIS
5 nations select team: RULE BRITTANIA
Wigan team: EGG CHASERS
Classic Ipswich team: BALD FRITZ
Charlton Stars team: VALLEY BOYS
Best of spurs: DIAMOND LIGHTS
Everton spurs: DUNCNNOMORE
Forest stars: MEN IN TIGHTS
Wednesday stars: BARMY ARMY
Boro stars: EMMERSONS WOE
Coventry stars: LADY GODIVA
Southampton stars: DELL BOYS
Wimbledon stars: FASH THE CASH
Newcastle stars: DOWN THE TOON
Villa stars: BIT OF CLARET
Leicester stars: FRUIT N VEG
West Ham stars: WRIGHT BOYS
Derby stars: RAM RAIDERS
Arsenal 70-90: TEA TOTAL
Liverpool 77-98: SCOUSE PERMS
Chelsea stars: FOREIGN LEGION
Busby babes: SIR MATT
Martyn Smith, Brighton

CROC 2 (PSX)

Unlimited Crystals
Hold L1 and press ●, ●, ●, ▼, ▶, ◀, ▶, ◀ at the title screen. Then hold R2 and ● during gameplay to add 100 crystals to current total at any time. Good eh?
Unlimited Lives
Hold L1 and press ●, ▼, ▶, ▲, ◀, ▲, ▼ at the title screen.
Andrew Leiper, Caithness

PUMA STREET SOCCER (PSX)

Super Stars Option
On the main screen (press Start screen) press L1, L2, R1, R2, R2, R1, L2, L1. After enabling the above cheat, on the same screen press L1, ⊗, ⊗, ▲, ⊗, ⊗, ▲, ⊗. This will give you an extra three teams between Wales and Argentina.

SOUL REAVER: LEGACY OF KAIN (PSX)

Blood-sucking Codes
Pause the game and press L1 or R1 while entering the following codes:
Refill health: ▼, ●, ▲, ◀, ▲, ◀
Raise health coil to next level: ▶, ⊗, ◀, ▲, ▲, ▼
Raise health coil to maximum (level 4): ▶, ●, ▼, ▲, ▼, ▲
Hurt Raziel: ◀, ●, ▲, ▲, ▼
Refill magic meter: ▶, ▶, ◀, ▲, ▶, ▼
Raise Glyph meter to maximum: ▲, ▶, ▼, ▶, ▲, ▲, ◀
Turn on Soul Reaver ability: ▼, ▲, L2, ▶, ▶, ▼, ▼, ◀, ▲, ▼, ▶
Wayne Hewins, Tamworth

WILD 9 (PSX)

Electro Cheats
Full Health: At any stage, pause the game and press R1, ▲, L1, ◀, ▲, ●, ⊗
Read Beam mode
Pause the game and press ▶, ▲, ◀, ●, ▲, ●, ●
10 Grenades: Pause the game and press R1, ⊗, R1, ▶, ●, ▶, ●
10 Missiles: Pause the game and press ⊗, ●, R1, ▶, ▲, ⊗, ▲
Level Select: Pause the game and press ▲, ◀, ▼, R2, ▶, ●, ⊗, then quit the game. On the main menu go to Start and on the title screen you will find the words 'start current game'. Select this and you'll be able to go to any stage you like.
Zahir Rashid, NSW

1080° SNOWBOARDING (N64)

Big Air Cheats
Press Top-C during the intro and you'll be able to move the control pad around for full camera control – just like in the game.
To get an extra push at the start – or after you fall over – simply tap the analogue forward. Timing is everything at the start, though. Wait to until the announcer is about to say "Go!".
Crystal Boarder
Clear the Expert mode with any character and choose Akari at the character selection screen. Press Left-C and you should be at the screen that shows you flex, speed etc. If you've done this correctly you will Akari's picture replaced with the crystal boarder at the track selection screen.
Daniel Darian, South Yorks

SOVIET STRIKE (PSX)

Mission Passwords
1. Worstcase
2. Grandtheft
3. Grozney
4. Chernobyl
5. Civil War

Password Cheats
Elvislives: Infinite choppers
Davedither: More powerful weapons available
Iamwomen: Unlimited armour
mountaindew: Unlimited fuel
midnightoil: Infinite ammo, fuel and invincibility
Fugazi: Infinite ammo, fuel and lives
The big boys: Infinite ammo, fuel and double damage
Vulture: Double mileage (slow fuel depletion)
Angrylocal: Soldiers crowd round chopper
Quaker: Enemies don't fire at you
Strangeluv: Unlimited ammo
Earthfirst: Unlimited fuel
Ghandi: Helicopter is viewed as friendly
Ken Lock, Cornwall

BLOODY ROAR (PSX)

Animal Secrets
Big Head Mode: On Normal setting, while at the character select screen, hold L2 and select your fighter with ●.
Small Fighters: At the character select screen hold R2 and select your fighter with ●.

OFF ROAD CHALLENGE (N64)

All New Monster Trucks
On the truck selection screen press one of the following C-buttons.
Left-C: Thunderbolt
Right-C: The Crusher
Top-C: 4x4 Monster
Bottom-C: The Punisher
Daniel Mumford, Bexleyheath

WCW MAYHEM (N64)

Spandex Passwords
All Backrooms: CBCKRMS
All Hidden Wrestlers: PLYHDNGYS
QFTB Cheat: CHT4DBST
Doppelganger Mode: DPLGNGRS
Classic Nitro Set (PS only): PLYNTRCLSC
Bionic Created Wrestler: MKSPRCWS
Masked Rey Mysterio Jr (PS only): MSKDLTLRY
Tony Bollom, Berkshire

STAR WARS EPISODE 1: THE PHANTOM MENACE (PSX)

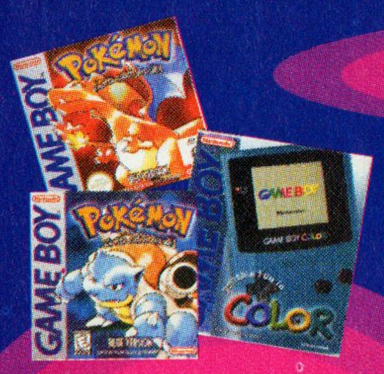
Jedi Codes
Hit Backspace then type code:
gurshick: displays credits
happy: fires your third weapon
from above: toggles the top view
naughty naughty: over-the-shoulder camera perspective
perf: toggles wireframe mode
rex: wireframe menu mode
60fps: increases frame rate
but I feel so good: Maul's force
perfection: accurate defections
slowmo: enables the slowmo mode
turn tables: big Jawas
give me life: 100% health
i like to cheat: all weapons
i rule the world: harder difficulty
i stink: easier difficulty
fps: display frame rate
drop a beat: wobbly screen
iamqueen: play as the Queen
iamquigon: play as Qui-Gon Jinn
iamobi: play as Obi-Wan
iampanaka: play as Captain Panaka
beyond cinema: cinema mode
Aaron Preston, Clackmannanshire.

JOIN UP TODAY!

If you want to join the ranks of Britain's gaming elite, then you'll need to do some undercover work to dig out the freshest cheats available. There's a prize each issue if you send in an unbeatable set of tips!

Secrets Service
GamesMaster
Future Publishing
30 Monmouth Street, Bath
BA1 2BW

POKÉMON PRIZES



Pokémon Game
with Gameboy Color!

Red 09069 107881
Blue 09069 107882

Pokémon Goodies!
Includes Trading Cards Key Rings, Posters, Toy monsters & more!

09069 107883

Win Sony PlayStation!
09069 107892
Instant Win!

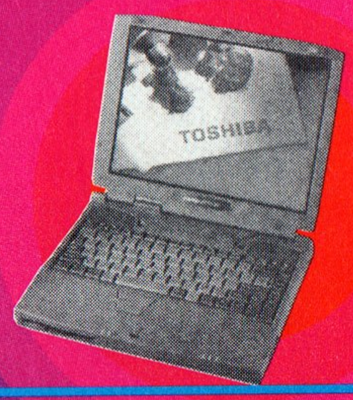
Win Nintendo 64!
09069 107884
Instant Win!

Win SEGA Dreamcast!
09069 107889
Instant Win!

Pentium III PC with DVD!
09069 107891
Instant Win!

Win PSX Games
09069 107898
Instant Win!

Win N64 Games
09069 107896
Instant Win!



Win Toshiba Notebook PC!
09069 107899
Instant Win!

GRAB A GAME

The smart way to get the game of your choice... it's as easy as one, two, three.

1. Select your Machine.
2. Select the Game you want.
3. Guess the Code to Win!

09061 405077 Instant Win!

Go 4 Goals

Answer questions then score SIX goals to win a great choice of prizes

SIX Points wins * 14" TV! * Video Recorder! * Sony PlayStation! * Stereo System! * Nintendo 64! * Mini Disk Player! * Pool Table! + other Instant Win prizes if you score 4 or 5 Points!

09061 405078 Instant Win!

Snooker Instant Win!

Pot all the balls to win your prize instantly!

Dreamcast	09061 405073
PlayStation	09061 405074
Nintendo 64	09061 405075

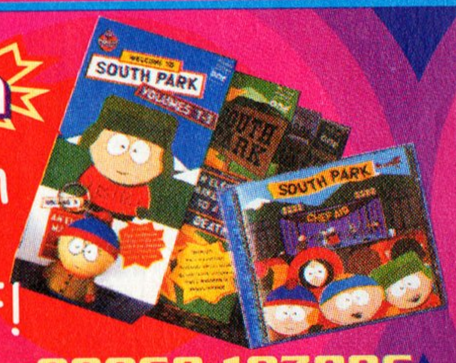
Win Mobile Phone!
A digital Panasonic "Pay as you talk phone"

09069 107887

Win TV & Video Combi!

09069 107888

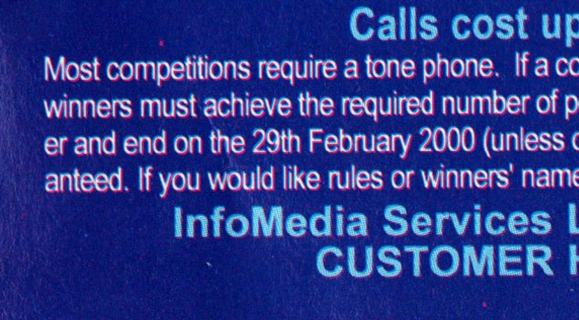
Win South Park Stuff!



Goodies 09069 107886
Videos 09069 107885

Win WWF Wrestling Prizes!

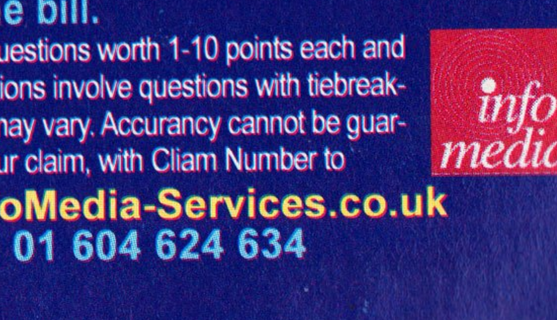
09069 107890



PRIZEBUSTER

THE HIGHER THE SCORE THE BIGGER THE PRIZE!

09061 405070 Instant Win!



Score 30 points or more to start winning! Win Ghetto Blasters, Fashion Watches, Databanks , Video Players, PlayStations,14" Colour TV's and a top prize of a Pentium III PC

THE CHEAT MACHINE

09063 608001

Calls cost 60p per minute.

* Use SEARCH MODE to find the game you want.
  - Press 2 to select the game that you want.
  - Press 1 to go back through the list
  - Press 3 to skip forward.
* After choosing your game, you then enter PLAY MODE.
  - Press # for Action Replay to repeat any tips you wish
  - Press 0 to return to Search Mode
  - Press * at any time for Help.

BACK	SELECT	FORWARD
1	2	3
4	5	6
7	8	9
*	0	#
HELP	ABORT	REPLAY

< SEARCH MODE

PLAYSTATION & NINTENDO 64 CHEATS & TIPS

< PLAY MODE

Calls cost up to £3, so please ask permission from the person who pays the phone bill.

Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. PrizeBuster has 6 questions worth 1-10 points each and winners must achieve the required number of points. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 29th February 2000 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. Accurancy cannot be guaranteed. If you would like rules or winners' names, see our web site or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Cliam Number to

InfoMedia Services Limited 'Claims Dept'. PO Box 28 Northampton NN1 5DS. **www.InfoMedia-Services.co.uk**
CUSTOMER HELPLINE: If you have difficulty with any of these services, then call **01 604 624 634**

CONSOLETATION ZONE!

ALL YOUR Q[illegible]NS ANSWERED BIGSTYLE!

At this time of year it's nice to spare a thought for those in the emergency services. So while you and your pals are picking tinsel and wrapping paper out of every office, just remember all us tips masters who are still working round the clock. Harumph!

Dave would like it to be known that no animals were injured during the making of his T-shirt.

Struggling with a game? Looking for some cheats? Plain hopeless and cack-handed? Let urbane Dave Harrison help you out!

SEND QUESTIONS TO:

CONSOLETATION ZONE, GAMESMASTER,
30 MONMOUTH STREET, BATH, BA1 2BW.

READY 2 RUMBLE

Dreamcast

Dear Dave
Thanks for the cheat codes for *Ready 2 Rumble* in Tips Express last month. What I'm writing for this month is I've heard there's a really sneaky way to build up the fighters in the Championship mode without spending a fortune. Could you tell me if this is right and how to do it if it is?
Aidan Cornell,
Leicester.

Glad you liked the cheat codes last month, we're always happy to help. As for your query this month I've given it a go and I reckon this is the best way to save your quids. It's tricky and a bit naughty so check with your conscience first. Instead of paying full whack for the top-end training you can pay the price scale just below it. So if you want to get the Rumble Mass Regime for 10,000 instead of the quoted price, scroll until you're looking at the second most expensive option of the training you want then press Right on the pad to go to the higher level but immediately press A while the screen is changing. Et viola! Mucho cheapo training. This trick also works in reverse so you can go from a 500 quid training trick to a 25,000 one.

APOCALYPSE

PlayStation

Dear Dave,
I've recently purchased the PlayStation game *Apocalypse* because I'm a big fan of Bruce Willis. The trouble is I can't be bothered to play all the way through it to see the ending scene. Can you give me any codes which will help me find out if Brucie survives until the bitter end? Anything appreciated.
Dave Thompson,
Gateshead.

Righto, yet another person who needs rescuing from the mire of *Apocalypse*... If I had a quid for every letter asking for help with this game then I'd have enough money to send Les to the hairdressers. Anyway, onto the codes. To turn them on pause the game and hold down L1 while keying in the following cheat code:

All weapons	●, ●, ▲, ■, ⊗, ●
Continue from point of peril	●, ●, ⊗
Debug mode	■, ■, ▲
Falls never end	⊗, ⊗, ⊗, ⊗, ⊗, ⊗
Full health	●, ⊗, ▲, ●
Invincibility	■, ▲, ◀, ◀, ▲, ▲, ▶, ■
Lingering Smart Bombs	L1 L1 R1 R2
Select checkpoint	▲, ●, ●, ⊗
Select level	▲, ▲, ⊗, ■
Toggle weapon display	▲, ●, ▲, ⊗
Unlimited lives	▲, ●, ⊗, ●

MASTERS OF TERAS KASI

PlayStation

Dear Dave
Ever since the release of The Phantom Menace I've been getting back into my old Star Wars games. One of my favourites is the *Masters of Teras Kasi*... What I want to know is can you tell me how to get all the secret characters. Ta.
Simon Rochester,
Lancaster.

You're not wrong in thinking that *Masters of Teras Kasi* is the best of a bad bunch... I mean how much does *The Phantom Menace* game stink? To start with here's a trick to radically abuse your character's appearance. As you select the fighter hold ▲ + ⊗ and Select and don't let them go until the fight has begun. Similarly, just hold Select as you pick a pugilist for Big Heads. And if you want a different outfit press L1 as you pick your player. For the secret characters, simply achieve each of the following:

Darth Vader: Set the 'Player Change at Continue' option to NO, then beat the game with Luke Skywalker on the Standard or Jedi setting.

Jodo Kast: Play the survival mode and beat all 10 fighters

Slave Leia: Set the 'Player Change at Continue' option to NO, then beat the game with Princess Leia on the Jedi setting.

Biker Scout: Highlight the Stormtrooper at the fighter select screen then press and hold L1 and then tap ⊗.

Stormtrooper: Set the 'Player Change at Continue' option to NO, then beat the game with Han Solo on 'Jedi'.

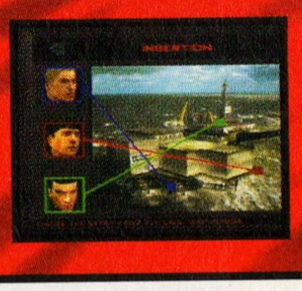
RAINBOW SIX

PC

Dear Dave
After playing *Rainbow Six* for ages I've come to realise that perhaps I shouldn't join the army when I leave school as I'm crap. Every time I go into battle I get blown away just as the last member of my team is carted away in a body bag.
Dan 'Private' Ward, Stockport

It's not a surprise you're coming up with the death march every time you play as this can be a rough game, what with the 'only one life each' thing going on. Hopefully these fine codes should see you picking up your medal of honour at the end of the game while the hostages scarper. To get unlimited ammo during a mission simply reload the clip that's in the gun before it's empty and you'll never run out. To enter them press the " (quote) key during the game then enter the code you want and press enter. That should do it.

avatargod	The character you control is invulnerable
teamgod	God mode for entire team
bignoggin	Big heads
meganoggin	Huge heads
explore	Disable victory conditions
turnpunchkick	Flat players
clodhopper	Big hands and feet
nobrainer	Disable AI
debugkeys	Debug mode
1-900	Heavy breathing
stumpy	Deforms characters
silentbutdeadly	It's a surprise
debugkeys	Enter the debug mode. Press F10 then press F12 for Level Skip, F7 (or F8) for Suicide, F6 to change view and Comma, Full Stop or Backslash to change the view elevation.



SOUL BLADE

PlayStation

Dear Dave
I'm lucky enough to own an American Dreamcast so I've been playing the delights of *Soul Calibur*. While I was playing it I thought I'd give the PlayStation original a go to see just how different it is. What I could do with is a few cheats codes so I can skip to the later levels.
Craig Walters, Dursley.

Code for *Soul Blade* are a bit thin on the ground. However, there are a few interesting extras to be uncovered in the game. First, if you want to pick up the Ultimate Weapon once you've opened it in the Edge Master mode follow this plan. When you've defeated the boss characters (either Cervantes or Soul Edge) the Ultimate Weapon for your fighter will be in one of the stages that branches off from Spain. Should you lose the battle where the weapon is, it'll move one stage away. To use the weapon in Arcade mode highlight the fighter you want to use then hold ▲ until a weapons list appears beside them. Now, simply select the weapon you want. For the alternative endings when the FMV starts press the buttons listed below:

Mitsurugi: Use the control pad to dodge Tanegashima's shots, and use ■ or ▲ to deliver the fatal blow
Seung Mina: Hold ⊗ and press ◄ or ►
Li Long: Press ■ or ▲ repeatedly
Taki: Press ⊗
Voldo: Press ▲ and ▼ rapidly till Soul Edge breaks
Sophitia: Press ►
Siegfried: Press ▲
Rock: Press ▲
Hwangl: Press ■
Cervantes: Press ▲

Change Replay View:
▲: Zoom out
■: Zoom in
▲: Top View
▼: Horizontal View
►: Spin Right
◄: Spin Left

Play as Evil Siegfried:
Find Siegfried's eighth weapon in Edge Master mode.

Sophitia's Bathing Suit:
Get every character's eighth weapon in Edge Master mode.

Play as Sophitia Without Her Armour:
Find Sophitia's eighth weapon in Edge Master mode.

Play as Soul Edge:
To play as Soul Edge, beat Arcade Mode with each character, OR leave the game running for 12 hours. If you pause mid-game, this 'timer' will still continue to run.

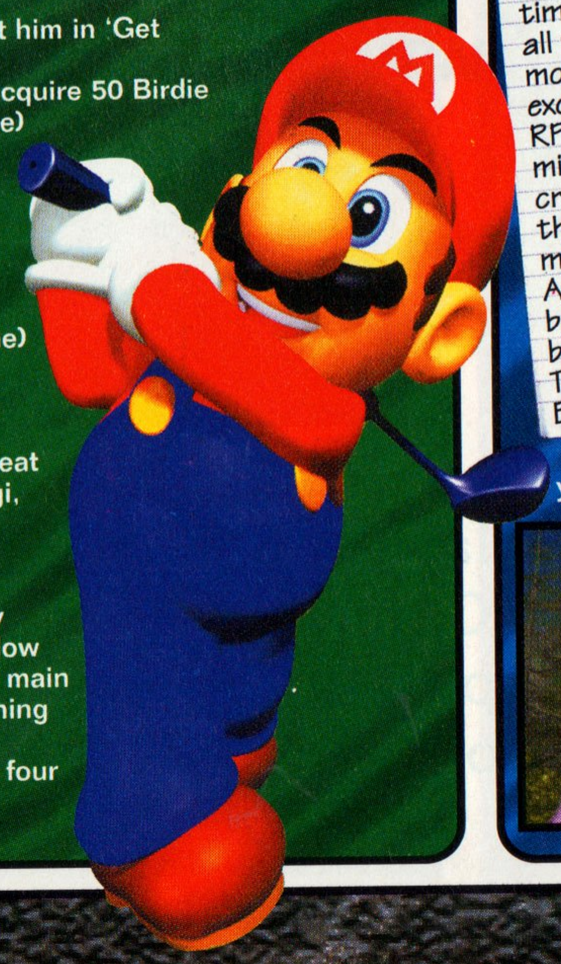
MARIO GOLF

N64

Dear Dave
After searching for a game on my N64 that I can play with my Dad I finally found Mario Golf which is perfect. We've played it a bit now and we want to see the secret characters but don't know how to get them. I don't really want any cheats, just a bit of info please. Thanks
Tim Groves, Penzance

Don't want cheats eh? What a strange idea, I though everybody who writes in to me wanted cheat codes. With you making an effort not to cheat I've tracked down the massive range of extras to give you and your dad many more months of gaming. To start with here's a list of all the extra characters in the game with exactly how to open them up. Note, the names in brackets are the characters you must already have if you want to tee off as the new player.

Mario Star Course
To access the Mario Star course, get 2,200 points after first unlocking the first four (five total) other courses.
Play as Bowser: To play as Bowser, beat him in 'Get Character' mode. (Luigi, Yoshi, Sonny, Wario, Harry and Mario)
Play as Donkey Kong: To play as Donkey Kong, get 30 points in Ring mode. (None)
Play as Harry: To play as Harry, beat him in 'Get Character' mode. (Luigi, Yoshi, Sonny and Wario)
Play as Luigi: To play as Luigi, beat him in 'Get Character' mode. (None)
Play as Maple: To play as Maple, acquire 50 Birdie Badges in Tournament mode. (None)
Play as Mario: To play as Mario, beat him in 'Get Character' mode. (Luigi, Yoshi, Sonny, Wario and Harry)
Play as Metal Mario: To play as Metal Mario, acquire 108 Birdie Badges in Tournament mode. (None)
Play as Sonny: To play as Sonny, beat him in 'Get Character' mode. (Luigi and Yoshi)
Play as Wario: To play as Wario, beat him in 'Get Character' mode. (Luigi, Yoshi and Sonny)
Play as Yoshi: Beat him in 'Get Character' mode. (Luigi)
Replay a Hole: If you make a nasty error, pause the game and save. Now continue the saved game from the main menu and you'll start at the beginning of the hole you just finished.
Taunts: Use the C buttons to utter four different taunts at another player.



LEGEND OF KARTIA

PlayStation

Dear Dave,
I'm having a great time trying to crack all the secrets and monsters in this excellent Japanese RPG. However, I'm still missing a few of the crucial combinations that give some of the most powerful spells. Any chance you might be able to tell me the best sequences?
Tim Alexander, Birmingham

Alrighty Tim, this one's a doddle. Keep fiddling with those combinations and you'll soon work out some seriously powerful attacks, but if you're really stuck here's a basic collection to get you started:

Effect	Combination
Big Quake	Quake+Mold+Big
Hell Quake	Quake+Intense+Violent
Big Disaster	Quake+Big+Disaster
Quick Quake	Quake+Goblin+Fast
Core Quake	Quake+End+World +Star+Law
Power Quake	Quake+Strong+Intense
Ogre Shoes	Shoes+Skin+Goblin
Ogre Cap	Hat+Skin+Goblin
Ogre Jacket	Jacket+Skin+Goblin

That should keep you going. Oh and if you find any more, be sure to let us know.

CLASSIC CONSOLETATION ZONE

Motor Racer 1 & 2

PlayStation

Dear Dave
I've been a big fan of motorbike racing for years now so as soon as I bought my PlayStation I got hold of the *Moto Racer* games. They're great but I'm having a bit of trouble getting through to the later stages. Since I work loads I've not got time to play through the courses but I've been told by someone that you have some tips that could help me out.
Simon McCullie, Leighton.

Being a fan of the beautiful bikes myself I've played both these games to death. So here are all the codes you'll ever need for these games.

All Tracks
▼, ▼, ►, ◄, ▲, ▲, ●, L2, ▲, ⊗
Wheelie Good Fun
Rapidly press R2 and hold ▲
Steering is tough though.
Future Bikes
▲, ▲, ▲, ▼, L1, R2, L2, R1 , ●, ⊗
Night Races
▲, ●, L1, ▼, ▲, L2, ●, ◄, R1, ⊗
Pocket Bikes
▲, ▼, R2, L2, ▼, ▲, L1, ⊗ (at the start menu)
Reverse Mode
◄, ►, ◄, ►, ●, ●, R1, L1, ▲, ⊗ (at the start menu)
Reversing Codes
Enter the code twice to turn it off again.
Slower Opponents
▼, ▼, ▼, ●, L1, ●, L2, ▼, ▼, ⊗ (speed cut to 50 khm)
Turbo Boost
▲, ▲, ▲, ▲, R1, ▲, R2, ▲, ▲, ⊗
View Credits
●, ▲, ●, ●, ▲, ●, ▲, ►, ◄, ⊗
View Victory Movie
●, ▲, ●, ▲, ●, ▲, L1, ▲, R2, ⊗

Now, for *Moto Racer 2*. These codes should be entered at the main menu.

All Tracks
'cdnalsi'
Reversed Tracks
'cesrever'
Miniature Bikes
'ctekcop'.
Bonus Track
R1, R2, ▲, ◄, ▲
Faster Bikes
▲, ▲, ▲, ►, ◄, ▲, ⊗
Higher Jumps
◄, ◄, ▲, ▲, ►, ►, ▼, ▼, ●, ▲, ⊗
Miniature Bikes
'ctekcop'
Slower Opponents
●, ●, ►, u, L1, R1, ⊗

TIPS

MASTER CLASS

ADVANCED TECHNIQUES

STAR WARS: THE PHANTOM MENACE

PlayStation

Ever since the game finally hit the shelves we've been inundated with calls about this game. Fortunately for us there are three levels where you all seem to be getting stuck on.

CATCHING JAR JAR

TIP ONE!

Find Jar Jar then push the log nearby. Now use it to jump to the tree stump. When you reach a dead-end, jump up to the cliff, walk along and drop down. Dodge/take out the droids that appear, and go to the next cliff. Jump off and follow Jar Jar. Go across the stones, then, at the next junction take the right-hand path. At the fork, take the middle then the first right path.

DIFFICULTY RATING

Things just don't look like they should.

THE DOORS OF THEED

TIP TWO!

At the Battle Tank, run straight past it then jump on to the tallest block you can see. From here turn around and Force Push the lever, then quickly hop down and jump up towards the building in front of you. You can jump up to the window on the left and then, from here, up to a room at the top of the building. Force Push the second level in here and the gates will open.

DIFFICULTY RATING

It's very unclear where you need to go next.

CORUSCANT CRATE SHUNTING

TIP THREE!

The ticket Droid will give you access to the crate room. Once inside, drop down, push the crate up against the railing gap and then jump to the other side of the room. Find the control panels in this area and push the first switch twice. Push the crate that was behind the forcefield on to the lowered lift. Return to the control panel and raise it, then push the first crate under the raised lift and use this to climb and jump back on to the main level.

DIFFICULTY RATING

It's a nightmare thanks to the control system.

STREET FIGHTER ALPHA 3

Dreamcast

So we've finally got the arcade perfect version of *Street Fighter* that we've all been gagging for. And here are three of its finest moves for you to perfect.

EVIL RYU'S RAGING DEMON

TIP ONE!

Light Kick, Light Kick, Forward, Light Kick, High Punch. Sheer perfect devastation in a single move.

DIFFICULTY RATING

A dangerous move to get wrong

AKUMA'S MASSIVE COMBO

TIP TWO!

Down+Mid Kick, Quarter Circle+Mid Kick, Quarter Circle+Mid Kick, Quarter Circle+Mid Kick, Quarter Circle+Mid Kick, Quarter Circle+Mid Kick, Quarter Circle+Mid Kick, Quarter Circle, Quarter Circle+Any Punch.

DIFFICULTY RATING

This will take you months of practise.

CHUN LI'S TOUGH COMBO

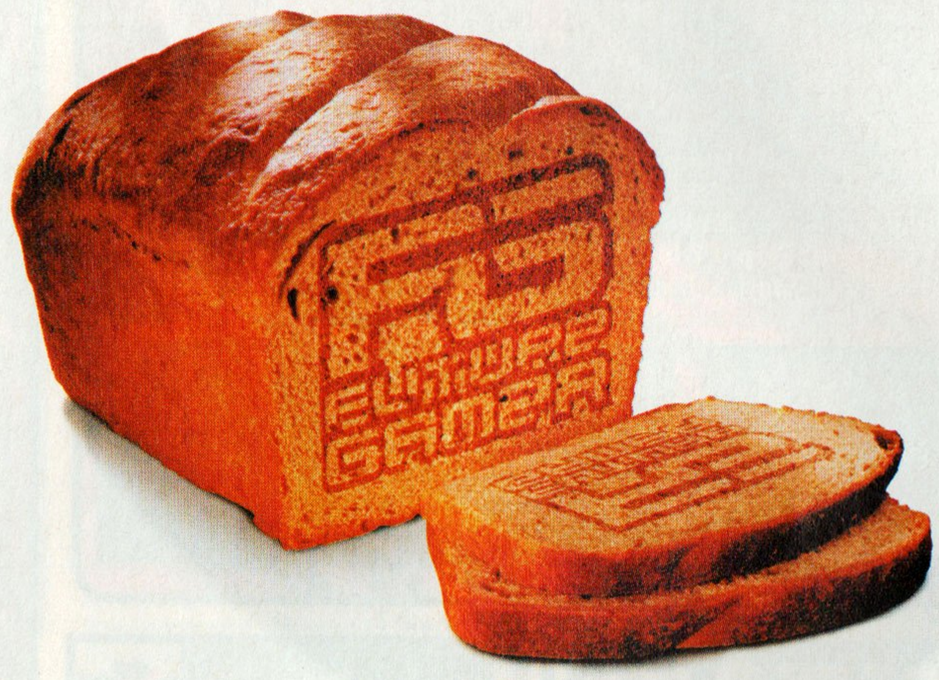
TIP THREE!

Up/Forward, Charge+High Punch, High Punch then Forward, Back, Forward+Light Kick, Charge, Down/Forward, Down/Back, Up/Forward+Mid Kick.

DIFFICULTY RATING

One for top league fighters only.

Use your loaf...



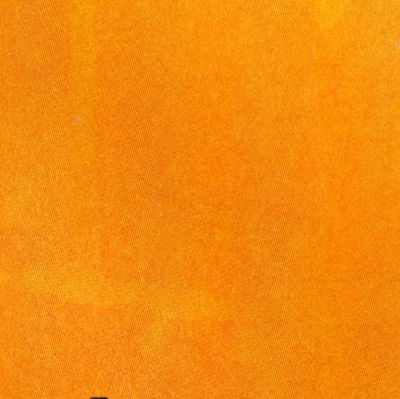
...and get a daily slice of news, previews and reviews

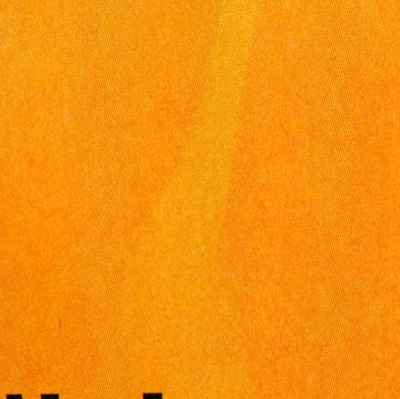
www.futuregamer.com

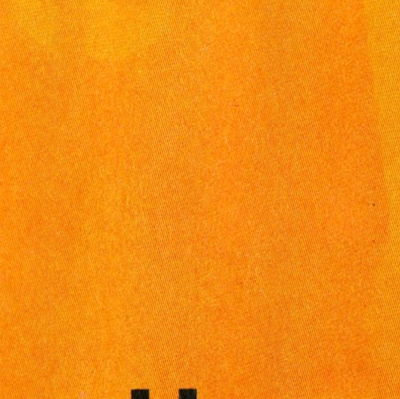
PlayStation, N64, Dreamcast and PC news, previews and reviews updated daily and delivered to your mailbox.

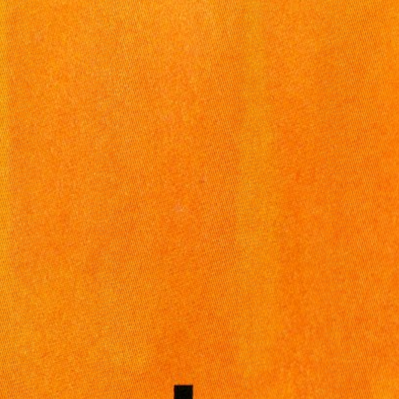
You just can't leave them alone.

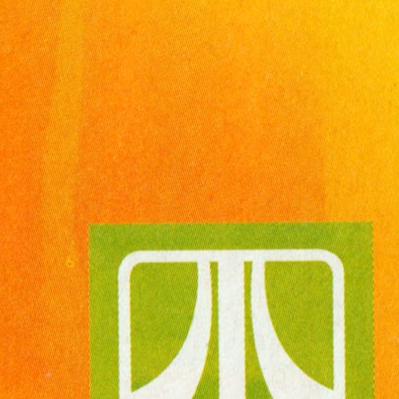
ATARI











Six action-packed new games from Atari. You won't be able to keep your hands off them.

PlayStation

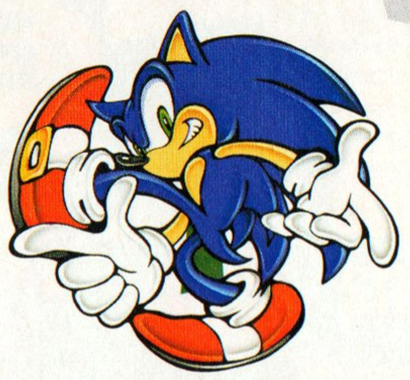
© 1999 Hasbro Interactive, Inc. All rights reserved. Q*Bert © 1999 Columbia Pictures Industries, Inc. All rights reserved. Q*Bert TM. All other trademarks are the property of their respective holders. PlayStation and PlayStation™ are registered trademarks of Sony Corporation Inc.

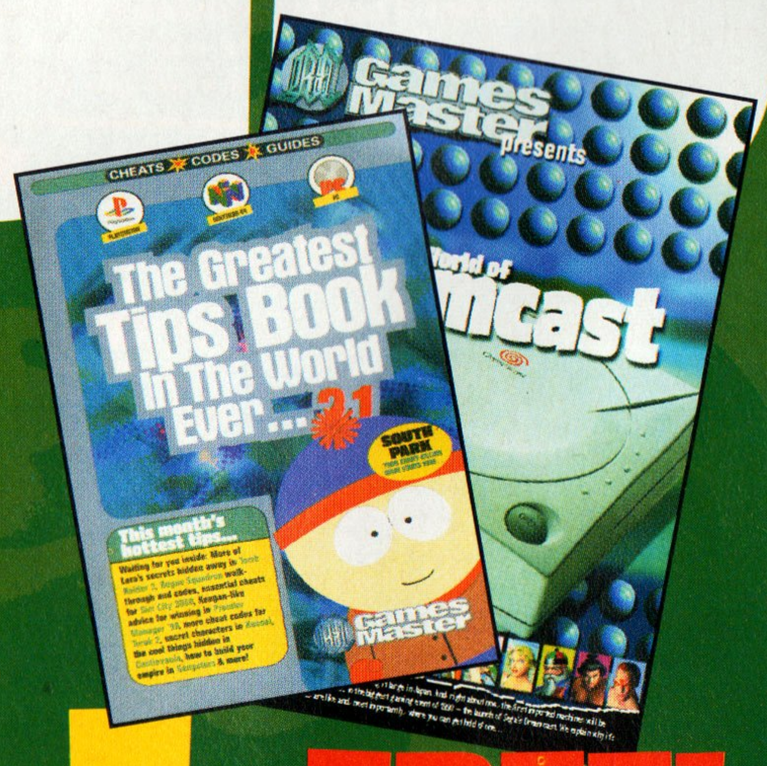
www.atari.com

HASBRO Interactive

SUBSCRIBE TO THE WORLD'S MOST EXCITING GAMES MAG!

SUBSCRIBE NOW AND GET 4 FREE GIFTS





PLUS

FREE!
GIFT AND / OR TIPS BOOK WITH EVERY ISSUE!

***12 ISSUES FOR THE PRICE OF 8 = £22 (DIRECT BEBIT ONLY)**

EXISTING SUBSCRIBERS: use this offer to extend your subscription

OFFER ENDS 23.12.99

SUBSCRIBE TO THE WORLD'S MOST EXCITING GAMES MAG!

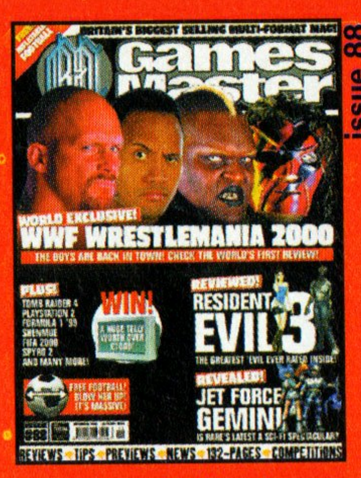
Because we send our subscriber copies out before we send them to the shops you will usually receive your copy before your mates who buy it over the counter!

Subscribe from only £13.75!

ORDER HOTLINE: 01458 271114

Please quote order code: GMSMAS99. Lines open 8am-8pm, Mon-Fri.
Overseas call: +44 1458 271114

ISSUES



issue 88

Tomb Raider 4 piledrives the previews while WWF 2000 and Resi Evil 3 tag team the reviews. And if football's your thang, then we've given you one free. Wow!

issue 87

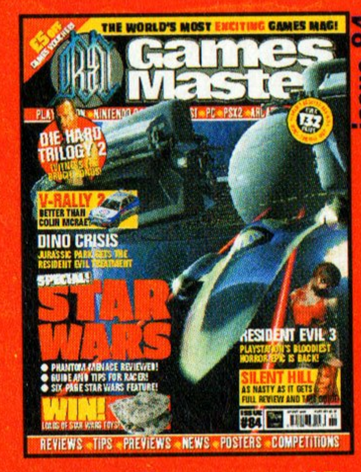
Share the fantasy as FF8 is reviewed in full alongside coverage of Hybrid Heaven, GTA2, and MDK2. Add the free fridge magnets and you've got a corker!

issue 86

She's back in all her polygon glory, along with Final Fantasy 8, Turok Rage Wars, Shadowman and Soul Calibur, plus a free mag dedicated to the Dreamcast. Awesome!

issue 85

An issue to fear. With Dino Crisis, Resident Evil 3, Shadowman and a special Survival Horror Feature, this one's guaranteed to brown trouser even the bravest.



issue 84

It's a Star Wars extravaganza! The Phantom Menace and Racer both reviewed alongside Silent Hill and V-Rally 2. Add the free tips book and you've got a blindin' issue.

issue 83

Lara is dead. Meet the game that killed her, Soul Reaver. Reviews of Ape Escape, Star Wars Racer plus an awesome look at the E3 show. Don't forget the free tips book.

YES! I want to subscribe to GamesMaster

	6 issues	12 issue
☐ **UK Direct Debit**		£22.00 (SAVE 33%)
☐ **UK Cheque**	£13.75	£24.75 (SAVE 25%)
☐ **Europe** (inc.Eire and N.America)	£24.95	£36.90 (SAVE 18%)
☐ **Rest of the World**	£31.95	£46.50 (SAVE 18%)

YOUR DETAILS

Title _____ Initials _____

Surname _____

Address _____

Postcode _____ Country _____

Tel no. (inc. STD) _____

☐ Please start or ☐ extend my subscription from the next available issue

METHOD OF PAYMENT

1. ☐ **Direct Debit (UK only)**
2. ☐ **Cheque** (payable to Future Publishing Ltd. Pounds sterling drawn on a UK bank account)
3. ☐ **Visa** ☐ **Master Card**
4. ☐ **Switch** issue no/valid date _____

Card no. _____ Expiry date _____

Signature _____ Date _____

UK READERS: GamesMaster, Future Publishing, FREEPOST BS4900, Somerton, Somerset, TA11 6BR

OVERSEAS: GamesMaster, Future Publishing, Cary Court, Somerton, Somerset, TA11 6TB, UK

☐ Tick if you don't wish to receive information about special promotions

Please complete your personal details above and enclose a separate payment for back issues

Please can I have issue(s): _____

Total amount enclosed £_____ (Please add £1 postage in Europe, £2 for the rest of the world per issue).

Only available while stocks last!

Instruction to your Bank or Building Society to pay Direct Debits.

Future Publishing

DIRECT Debit

Originator's Identification Number

9	3	0	7	6	3

Future Publishing Ltd.
Cary Court, Somerton.
Somerset. TA11 6BR

Please send this form to address shown

1. Name and full postal address of your Bank or Building Society branch

To: The Manager

_____ Bank/Building Society

Address _____

_____ Postcode _____

2. Name(s) of account holder(s)

3. Branch sort code (from the top right hand corner of your cheque) | | | | | | |

4. Bank or Building Society account number | | | | | | | | |

5. Instruction to your Bank or Building Society

Please pay Future Publishing Direct Debits from the account detailed on this Instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Future Publishing and if so, details will be passed electronically to my bank or building society.

Signature(s) _____ Date _____

Ref No (Office use only) _____

Banks and Building Societies may not accept Direct Debit Instructions for some types of account.

You may photocopy this blank form and then complete it.
You cannot fax or e-mail direct debit forms.

ORDER CODE: GMSMAS99

SPECIAL

Dreamcast On-line Survival Guide

In the future we'll all be encased in fully-powered servo-mechanised Parker Knoll recliners replete with VR headsets plugged directly into the Net. You'll never have to get up again. We can't wait. In the meantime, going on-line with a games console isn't bad either...

The Internet – great idea, in theory. But unless you've got a well-swanky (and very pricey) PC, or live in a city big enough to house a not-at-all pretentious Cybercafé, you may find that becoming Netted up is a bit of a hassle. Until now.

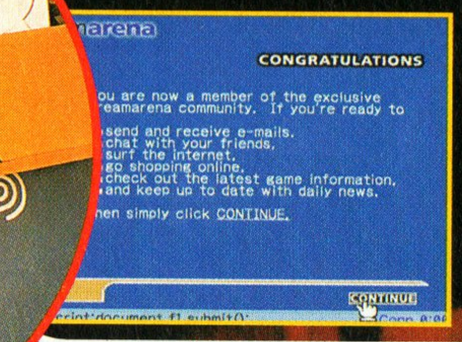
For not only have Sega come up with the world's best next-generation games console, they've also made the on-line world more accessible than ever before. All you need is a Dreamcast, a TV, a phone socket and you're away: full Internet and e-mail facilities for (just) under 200 nicker! On your telly! In your house! Now!

Whether you've already entered the Dreamarena, or are still contemplating whether to beg Santa for a Dreamcast this Chrimbo, read on to find out everything you can hope to expect from Sega's 128-bit little beauty...

SPECIAL

1 IT'S TIME TO GET PLUGGED IN!

Before you can use any of the Dreamcast's on-line facilities, you'll need to register. It really is simple pimple and shouldn't take more than about 10 minutes. Plug your Dreamcast into a phone socket, insert the Dreamkey Internet browser disc (both the disc and phone cable are supplied with the console) and follow the on-screen instructions. It's then just a case of ploughing through the various logging-on screens and entering details such as your name and address. It's worth remembering that, unless your house has two different phone lines (ie, you've got two different phone numbers), while you're on-line you won't be able to make or receive any phone calls at all!


CONGRATULATIONS
ou are now a member of the exclusive reamarena community. If you're ready to
send and receive e-mails,
chat with your friends,
surf the internet,
go shopping online,
check out the latest game information,
and keep up to date with daily news.
hen simply click CONTINUE.
CONTINUE

DREAMARENA
REGISTRATION
To become a member of the exclusive online Dreamarena community you must register for a username and password. This telephone call is FREE.
Next time you enter Dreamarena you will be charged at the local telephone call rate - this is determined later by choosing Nearest Major City.
Press REGISTER if this is the first time you have visited Dreamarena.
Press RESTORE if you have:
registered on a different console,
had your Dreamcast replaced after repair,
or moved to a new city.
RESTORE REGISTER

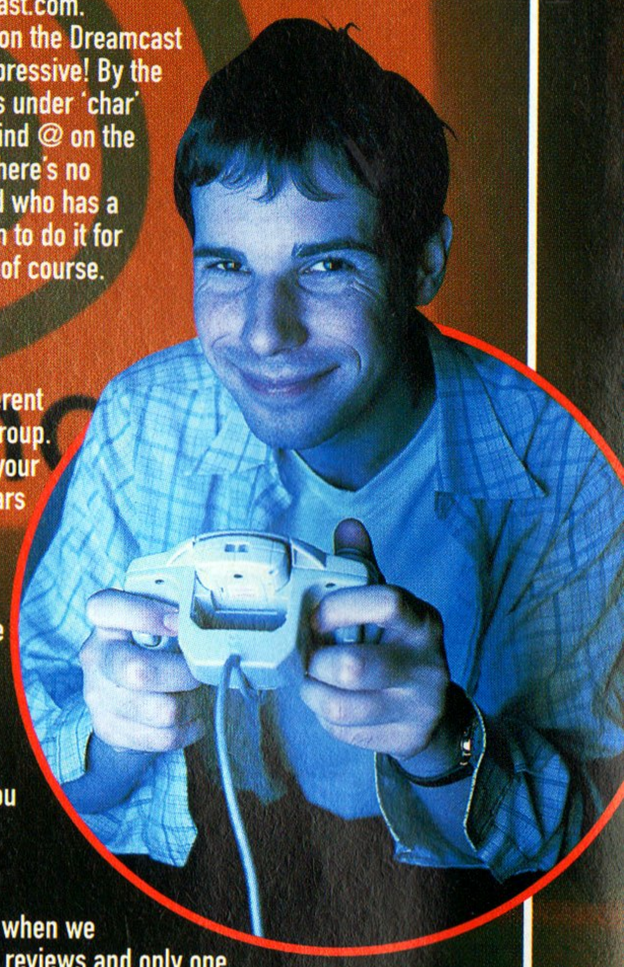
2 IT'S TIME TO ENTER THE DREAMARENA!

Each time you go on-line, you'll automatically be taken to the Dreamarena. This is, in effect, a contents page from which you can access all the Dreamcast's Internet facilities. This is what you've got to choose from...

E-MAIL

From here you can send (and receive) e-mails, not only to other Dreamcast users but also to any computer in the world that has e-mail. Remember, even if you're e-mailing someone in Australia, you still only have to pay for a local rate phone call. Your e-mail address will be firstname.surname@uk.dreamcast.com.

When we tried it out, we received e-mails on the Dreamcast less than a minute after they were sent. Very impressive! By the way, if you're struggling to locate the @ sign, it's under 'char' on the virtual keyboard. Click on this and you'll find @ on the far left of the second row. Handy hint: although there's no way of printing e-mails, forward them to a friend who has a PC or Mac (and a printer, obviously) and get them to do it for you – as long as you don't mind them reading if of course.



CHAT

This is where you can have live chats with other Dreamcast users. There are around a dozen different 'rooms', each of which houses a separate chat group. You are free to enter any room you like. Choose your nickname carefully – this is the name that appears on screen when you post messages.

LATEST

The latest Dreamcast news from Sega. This is the place to look for lists of forthcoming games and release dates.

COMPETITION

Win cool stuff. Obviously. When we last looked you could win a trip with MTV to Dublin.

GAMES

News, reviews, previews and tips. Unfortunately, when we checked it out, there were plenty of previews, no reviews and only one news story. It's also possible to submit your own reviews. Of the tips, most weren't up to much although there's tons of help for *Sonic Adventure*.

SHOP

This is where to buy Dreamcast games and hardware on-line. Games are priced at the standard £39.99. All the official accessories are available here, including the bargaintastic keyboard at £19.99. Bizarrely, you can also buy Dreamcasts from the Dreamarena shop – which you can only get to if you already have a Dreamcast. Hmmm...

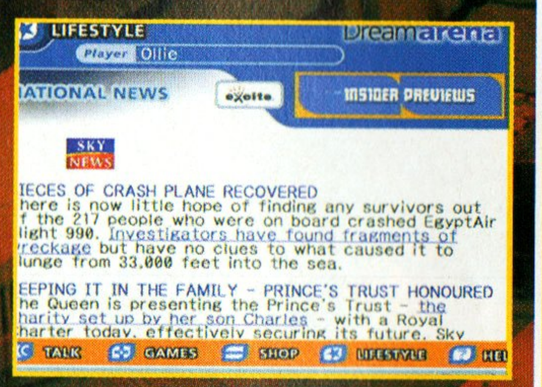
LIFESTYLE

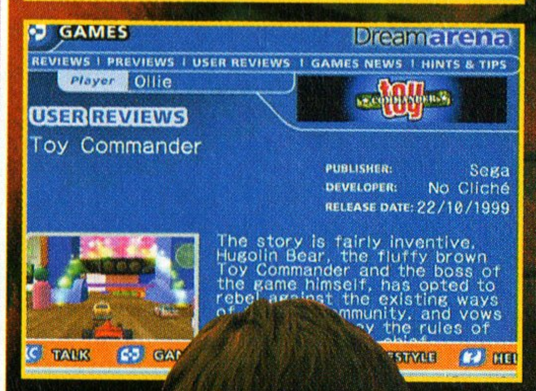
'Lifestyle' is a bit of a misnomer. What this actually entails are news and sports reports courtesy of Sky's web sites. If there's something important going down, this is where to read all about it from the comfort of your armchair.

HELP

Making use of the Dreamcast's on-line capabilities is remarkably straightforward and intuitive. If you've got any queries, it's well worth trying here before resorting to Sega's premium rate phone line. Areas covered include: the Dreamkey browser, e-mail, chat, administration, FAQs and the Internet. You can also e-mail Sega from here.

EMAIL
Dreamarena
INBOX | COMPOSE | ADDRESS BOOK | HELP
Player Ollie
MESSAGE
FROM Sega Dreamarena (postmaster@uk.dreamcast...
SUBJECT Welcome to the Dreamarena!!
MESSAGE Ollie, welcome to the Dreamarena!!
You now have access to a whole new worl d of games reviews, tips to improve your scores, news, sport, e-mail, chat and bey
REPLY REPLY ALL FORWARD
TALK GAMES SHOP LIFESTYLE


LIFESTYLE
Dreamarena
Player Ollie
IATIONAL NEWS
eXcite
INSIDER PREVIEWS
SKY NEWS
IECES OF CRASH PLANE RECOVERED
here is now little hope of finding any survivors out f the 217 people who were on board crashed EgyptAir light 990. Investigators have found fragments of reckage but have no clues to what caused it to lunge from 33,000 feet into the sea.
EEPING IT IN THE FAMILY - PRINCE'S TRUST HONOURED he Queen is presenting the Prince's Trust - the harity set up by her son Charles - with a Royal harter today, effectively securing its future. Sky
TALK GAMES SHOP LIFESTYLE

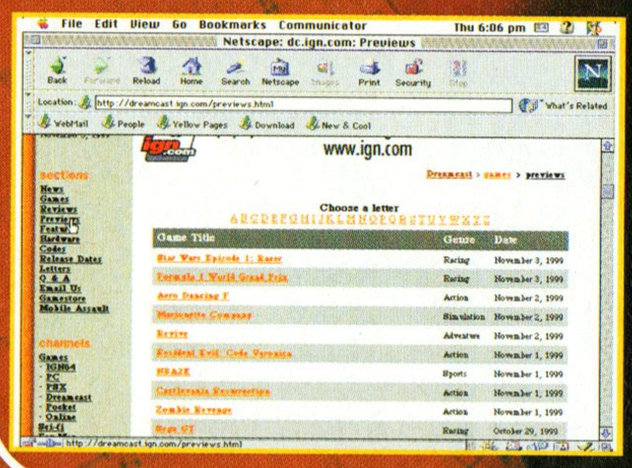

GAMES
Dreamarena
REVIEWS | PREVIEWS | USER REVIEWS | GAMES NEWS | HINTS & TIPS
Player Ollie
USER REVIEWS
Toy Commander
PUBLISHER: Sega
DEVELOPER: No Cliché
RELEASE DATE: 22/10/1999
The story is fairly inventive. Hugolin Bear, the fluffy brown Toy Commander and the boss of the game himself, has opted to rebel against the existing ways of
TALK

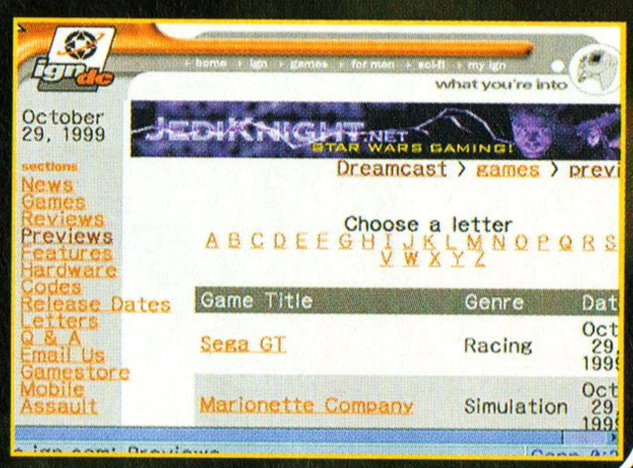
ATEST
Dreamarena
BACK
Player Ollie
October 11 1999 - Dreamcast Software 1999
SEGA Third Party
Buggy Heat Aerowings (Crave)
Dynamite Cop Blue Stinger (Activision)
House of the Dead 2 Evolution (Ubisoft)
Red Dog Fighting Force 2 (Eidos)
Sega Bass Formula 1 World Grand Prix for Dreamcast (Video Systems)
Fishing Hydro Thunder (Midway)
Sega Rally 2 Incoming (Rage)
Snow Surfers Jimmy White s 2: Cue Ball (Virgin)
Sonic vs Capcom (Virgin)
SHOP LIFESTYLE

3 IT'S THE INTERNET – ON YOUR TELLY!

The whole Internet is available, just in a kind of larger-than-normal stylee. Still, it does make the text a lot easier to read on your TV screen. If you're *still* having trouble reading it, there's a zoom option on the menu that pops up if you press the R button on the controller.

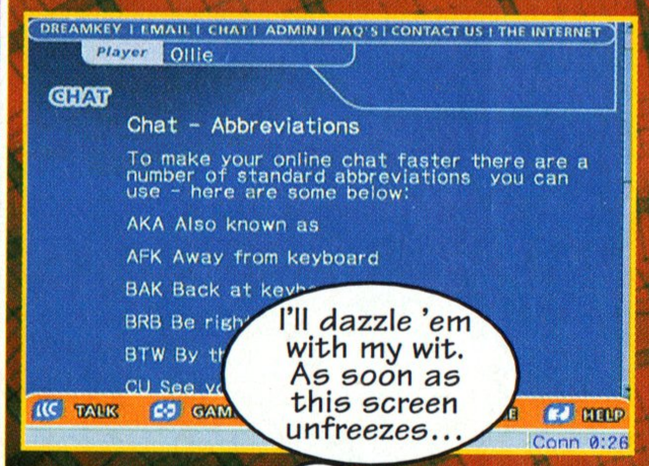
Take a look at these two screenshots from the same website – one from an Apple Mac, the other from a Dreamcast – for an example of how different the Net looks when viewed on a telly. Many sites are now being optimised for use with Dreamcasts so you don't have to scroll across the page to view all the text. DC-UK's web site (www.dc-uk.co.uk) and www.gameplay.com are good examples of this.

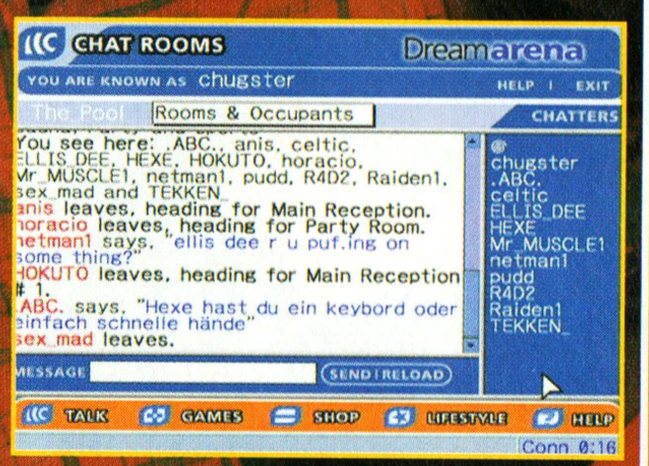

Netscape: dc.ign.com: Previews
www.ign.com
Choose a letter
Game Title Genre Date
Star Wars Episode 1: Racer Racing November 3, 1999
Formula 1 World Grand Prix Racing November 3, 1999
Aero Dancing F Action November 2, 1999
Marionette Company Simulation November 2, 1999
Revive Adventure November 2, 1999
Resident Evil: Code Veronica Action November 1, 1999
NBA2K Sports November 1, 1999
Castlevania Resurrection Action November 1, 1999
Zombie Revenge Action November 1, 1999
Sega GT Racing October 29, 1999



4 LEARN TO TYPE VERY QUICKLY INDEED!

When you're in one of the Dreamcast chatrooms, you'll quickly discover that the messages are automatically updated once every 30 seconds. This is fine if you're just reading other people's messages but if you're in the middle of posting one of your own, it means that everything freezes and you cannot continue typing until it's finished updating. Unfortunately, there's no way of increasing the 30 second interval, so you're just going to have to get used to it!


DREAMKEY | EMAIL | CHAT | ADMIN | FAQ'S | CONTACT US | THE INTERNET
Player Ollie
CHAT
Chat - Abbreviations
To make your online chat faster there are a number of standard abbreviations you can use - here are some below:
AKA Also known as
AFK Away from keyboard
BAK Back at keyb
BRB Be righ
BTW By th
CU See yo
I'll dazzle 'em with my wit. As soon as this screen unfreezes...
TALK GAM HELP
Conn 0:26



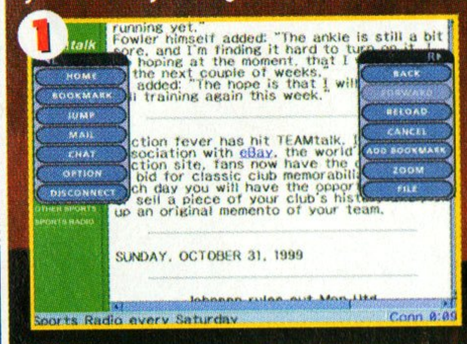
Ollie would like it to be known that his luxurious front room is available for weddings, funerals and bar mitzvahs. For an additional charge strong drink and exotic dancing is available. If he's up to it.

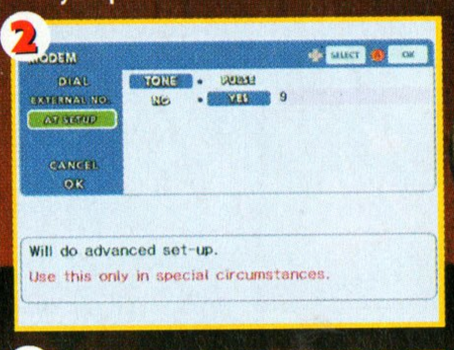
DC ON-LINE

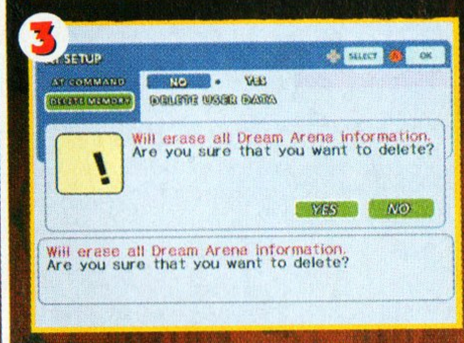
5 THIS IS A FILTER-FREE ZONE!

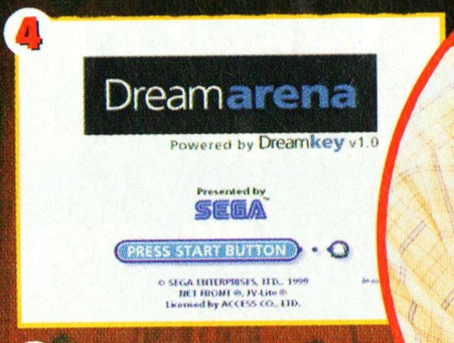
So, you're fully connected and able to send and receive e-mails, enter chat rooms and surf the Net, all courtesy of your magic Dreamcast. But there's a problem. If you've attempted to log on to a site that Sega have deemed to be unsuitable, a message will come up on the screen informing you that you are unable to access it. Don't be disheartened though: there is an incredibly easy way round the Dreamcast's Internet 'content filter'.

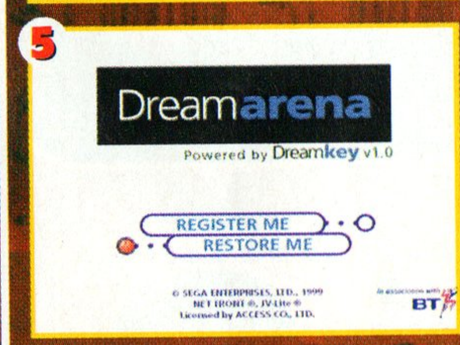
You will need: the Master User's e-mail address and password, about 10 minutes and an empty washing-up liquid bottle. Actually, forget that last one. Once you're sure you've got all those, follow these easy steps...

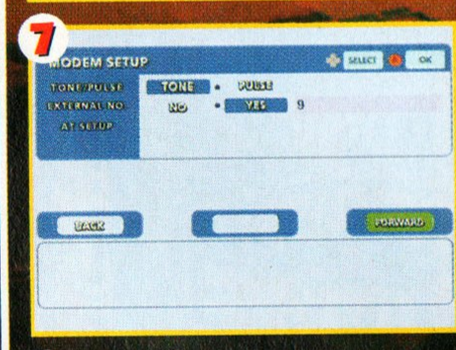


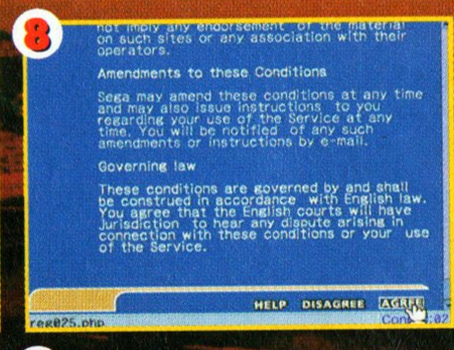


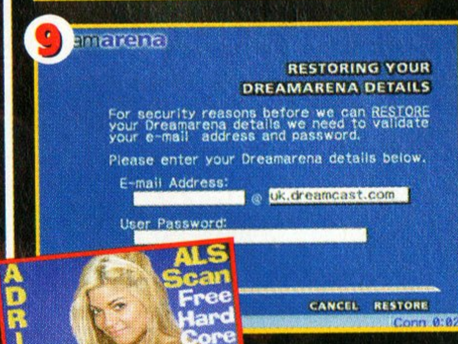


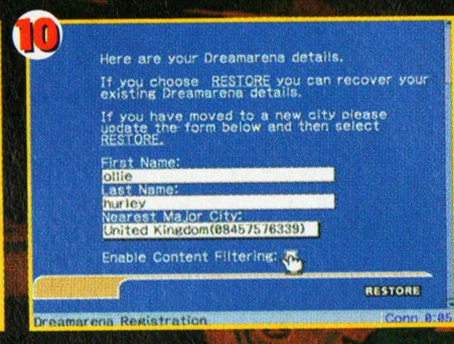


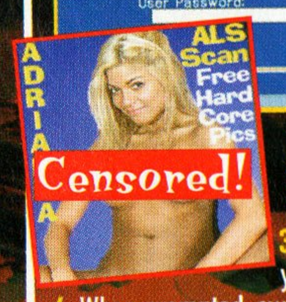







RESTORING YOUR
DREAMARENA DETAILS
For security reasons before we can RESTORE your Dreamarena details we need to validate your e-mail address and password.
Please enter your Dreamarena details below.
E-mail Address:
uk.dreamcast.com
User Password:
CANCEL
RESTORE


Here are your Dreamarena details.
If you choose RESTORE you can recover your existing Dreamarena details.
If you have moved to a new city please update the form below and then select RESTORE.
First Name:
ollie
Last Name:
hurley
Nearest Major City:
United Kingdom(0845757633 9)
Enable Content Filtering:
RESTORE

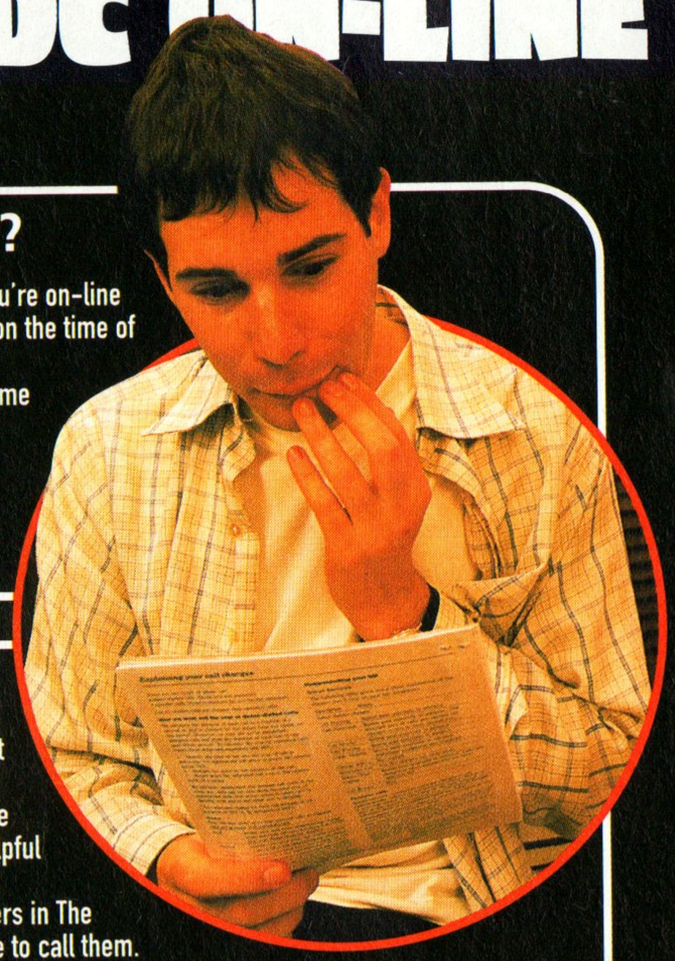


1. When you're on the Net or in the Dreamarena, press the left trigger button. This will bring up a menu.
2. Choose Option. Then choose Modem.
3. Click on 'At Setup'. Then select 'Delete Memory' (don't worry, you won't lose any data) and 'Yes'.
4. When prompted, switch off your Dreamcast. Then turn it back on again, ensuring it's still plugged into a phone socket and that the Dreamkey disc is inserted.
5. You'll find yourself on the Dreamarena title page. Click on 'Restore Me'.
6. Select the country. We're in the UK, in case you were wondering.
7. Select 'Tone' or 'Pulse', depending on the type of phone connection you have (most people have Tone), then click on 'Forward'. The message, 'Will connect to Dreamarena,' will come up on the screen.
8. Scroll to the end of the 'Terms and Conditions', click on 'Agree'. Then select 'Restore'. This will retrieve your e-mails and other information you input previously.
9. Enter the Master User's e-mail address and password. Then select 'Restore'.
10. At the bottom of the next screen is a box that says 'Enable Content Filtering'. Switch it off then click on 'Restore' again. You'll now be able to access any Internet site. Please note: in no way does GamesMaster advocate the consumption of filth!

6 HOW MUCH DOES IT ALL COST?

Although there is only one Internet server for all UK Dreamcasts, when you're on-line the phone calls are always charged at local rates. These vary depending on the time of day and whether it's a weekend or weekday.

- There's a minimum charge of 5p for all local calls, whatever length of time you use the phone line for.
- During the day, the cost of local calls is 4p per minute.
- The rate in the evening (after 6pm) goes down to 2p per minute.
- Weekends offer the best value by far: a mere 1p a minute. Bargain!



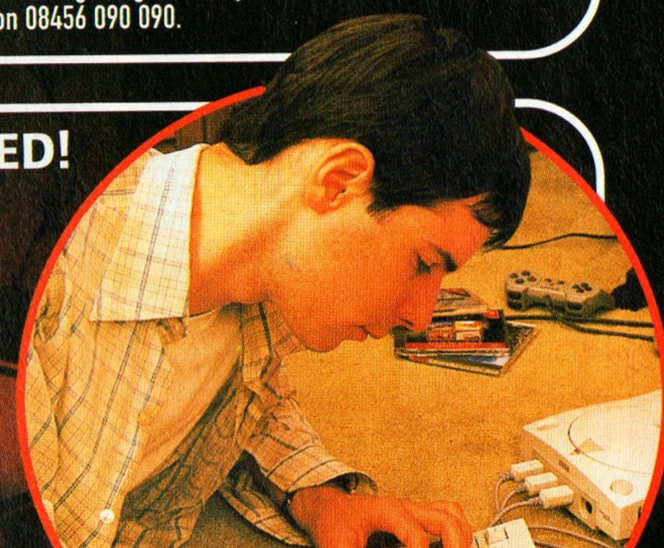
7 ON THE PHONE!

We phoned Sega's 60p-per-minute Internet helpline (09066 544 544). While this is hardly tremendous value for money, we're pleased to report that they were very helpful and able to answer all our questions immediately. Like the Frog brothers in The Lost Boys, pray you never have to call them.

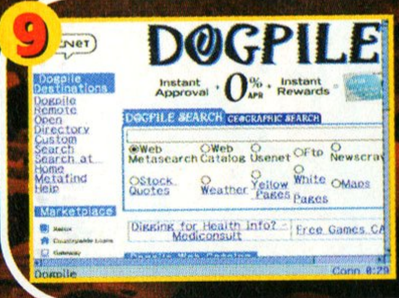
But if you do, make sure you do it from work or from a friend's house! Either that or just try to keep it very, very brief. Don't forget though, if you're having problems getting on-line you can call Sega's local rate helpline on 08456 090 090.

8 KEYBORED!

You'll quickly discover that composing e-mails or taking part in chat rooms is nothing short of a nightmare if you're using a standard controller and the 'virtual keyboard' that appears on screen. There's a simple answer though – buy yourself a proper keyboard! At 20 quid, it's no more expensive than a standard controller and it will make your on-line life a whole lot easier as well as making you far more attractive to the opposite sex. Well, that last bit's not *quite* true.



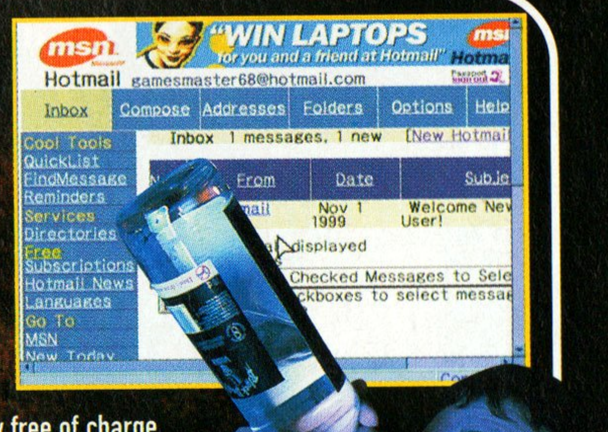
9 IT'S A PILE OF DOGS!



When you hit the Net, you're automatically taken to the Excite search engine although you can actually use any search engine you like. We'd recommend Alta Vista (www.altavista.com). Alternatively, for a *really* comprehensive search try Dogpile (www.dogpile.com).

This actually trawls through a dozen different search engines in one go, meaning you should be able to find just about anything!

10 GET YERSELF SOME HOTMAIL!



While there's nothing wrong with the e-mail account you automatically get with your Dreamcast, you may fancy having a hotmail account as well. "¿Por qué?" you cry (well, if you're Spanish you will, anyway). Hotmail stores your e-mails in such a way that you are able to send and receive them from absolutely any computer *in the world* that is connected to the Internet. So whether you're staying at a friend's house in Kuala Lumpur, for instance, or in a Cybercafé in the middle of (God forbid) Slough, you'll have full access to your e-mail account.

To set up a new hotmail account simply go to hotmail.com and click on the 'Sign up now!' icon. You'll have to fill in a few details, choose an e-mail address and password and Robert is indeed your uncle. And it's all completely free of charge, courtesy of Microsoft. See, they're not *totally* evil after all. It's worth noting that, for some reason, you can only access hotmail.com if you have already turned the Internet content filter off (see box number five).

Yes, team GM are going down the pub, it's our round and you're all invited! Join us in the Dreamcast chatroom entitled, funnily enough, The Pub on Monday 20th December between 2pm and 6pm. We'll be there to answer any questions you may want to pose to us or just to have a natter. Be there or... be somewhere else.

SEGA Q&A

We managed to snatch a quick word with Sega. Here's what they had to say...

What caused the initial problems that meant that many Dreamcast owners were unable to log onto the Internet?
The phenomenally high demand for the Internet service through Dreamcast has meant that some customers have had difficulty in registering. Together with BT we have been working flat out to provide extra capacity. We have already increased capacity by three times and will keep on increasing until all our customers are satisfied. We are very sorry for these temporary problems which are only due to the demand outstripping our expectations. We ask everyone to be patient and you will be on-line soon.

What has been done to rectify these problems?
More lines have been made available.

Isn't it unfair that, having already paid £200 for an 'Internet-ready' console, Dreamcast owners (or their parents) have to pay 60p a minute for the helpline?
The Dreamcast helpline (08456 090 090) is charged at local rates. The Internet helpline which is 60p a minute is to help people surf the web and not to fix problems about getting on-line.

Do you have any statistics for the number of people logging onto the Net with a Dreamcast?
In the UK more than 30% of DC owners have already registered to use their DC console on-line.

When will Dreamcast on-line gaming begin?
The first quarter of 2000 – we'll announce more details closer to the time.

How will it work?
You will access it through a network selection in the game options screen. This will take you to a portal where you can log onto to on-line games.

When first-person shoot-em-ups arrive on the Dreamcast, will you be able to communicate in real-time with other players while on-line?
It's a possibility but really it's down to the software.

games made easy

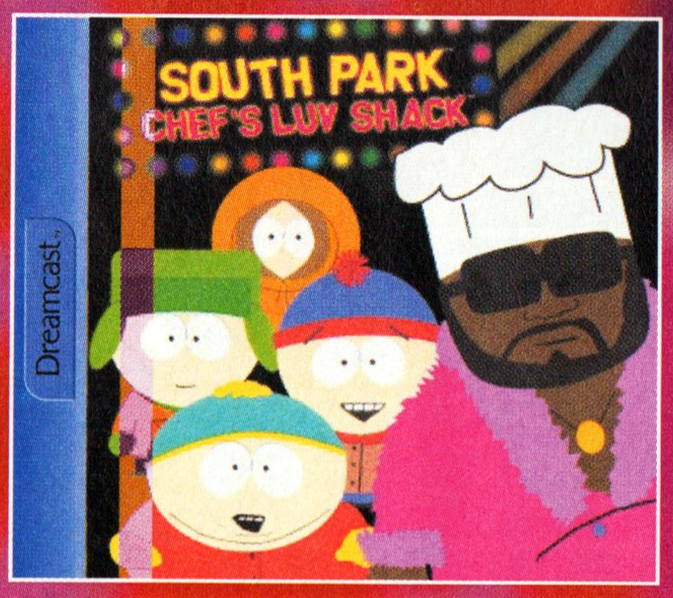
EXCLUSIVE TO HMV

FREE

Dreamcast CD Carry Case* Worth £9.99 when you buy a Dreamcast game

*Offer applies to Dreamcast games bearing this sticker only.

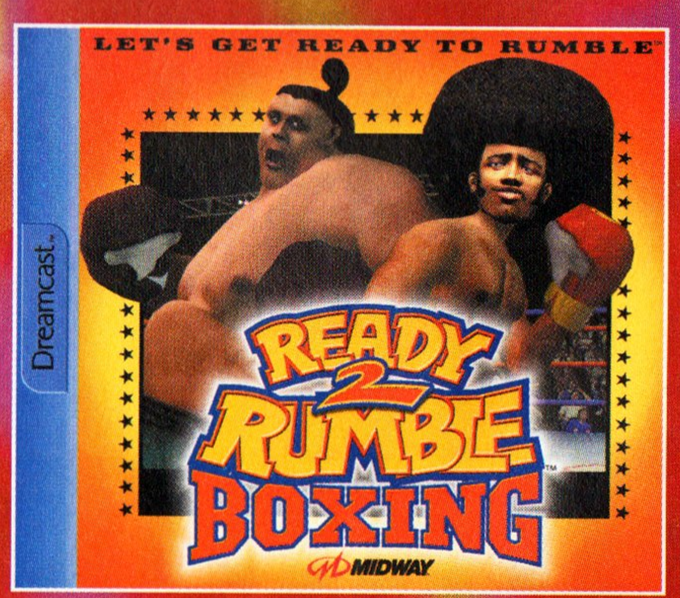
Subject to availability while stocks last at participating stores only.
Free item may differ from product shown.



SOUTH PARK: Chef's Luv Shack

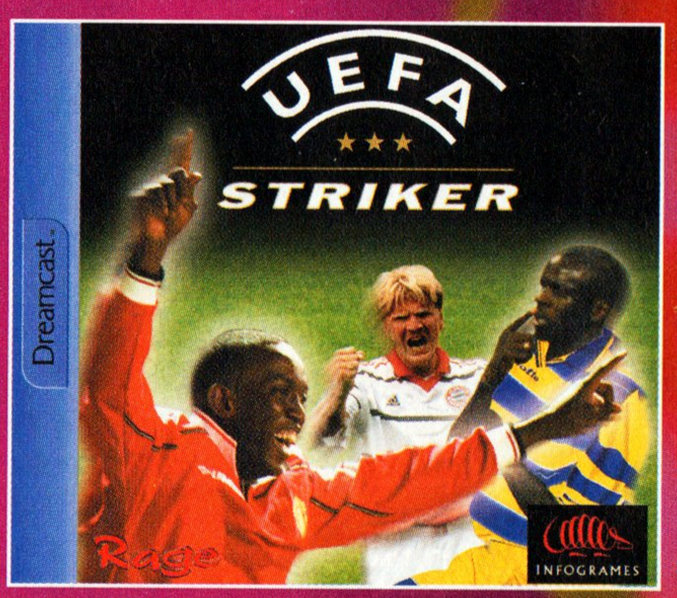
SOUL CALIBUR

Sega and Dreamcast are either registered trademarks or trademarks of Sega Enterprise Limited. SoulCalibur™ & © 1998, 1999 NAMCO LTD. All rights reserved. Namco is a registered tradmark of NAMCO LTD.



READY 2 RUMBLE

POWER STONE



UEFA STRIKER

UEFA Logo and name are trademarks of Union Européenne de Football Association. All Rights Reserved. © Rage Software Games Limited 1999. All Rights Reserved.

HOUSE OF THE DEAD 2

All titles subject to availability at participating stores.

topdogforchristmas

HMV

buy now from over 100 stores nationwide or www.hmv.co.uk 24 hours or 0990 33 45 78

NEW GAME REVIEWS

GAMING ADVISORY
EXPLICIT OPINION

BRITAIN'S [illegible]VE REVIEWING AREA!

TOMB RAIDER
THE LAST REVELATION

ANCIENT GODS WALK THE EARTH AS LARA TUSSLES WITH THE UNDEAD! SAINTS ALIVE!

PlayStation

page 72

DREAMCAST REVIEW SPECIAL!

Toy Commander (DC) 60
Soul Fighter (DC) 62
Speed Devils (DC) 64
Soul Calibur (DC) 65
Tokyo Highway Challenge (DC) 68
Aero Wings (DC) 70
Blue Stinger (DC) 70
Buggy Heat (DC) 70
Marvel Vs Capcom (DC) 70
Jimmy White's 2: Cueball (DC) 71
Mortal Kombat Gold (DC) 71

Tomb Raider 4 (PSX) 72
Quake 2 (PSX) 76
GTA 2 (PSX) 82
Turok: Rage Wars (N64) 86
Free Space 2 (PC) 90
Armourines (N64) 92
Crash Team Racing (PSX) 94
Prince of Persia (PC) 97
This is Football (PSX) 98
FIFA 2000 (PSX) 100
Chef's Luv Shack (PSX) 104
Worms Armageddon (N64) 106
Carmageddon (PSX) 109
Roadsters (N64) 110
Music 2000 (PSX) 112
Age of Empires (PC) 114
NHL Championship 2000 (PSX) 114
NBA Basketball (PSX) 114
Space invaders (PSX) 114
Knockout Kings 2000 (N64) 115
Dino Crisis (PSX) 115
Gauntlet (N64) 115
Rainbow Six 115

OUT NOW!
YOUR SHOUT!

p116

CART BOOT SALE
SALE OF THE CENTURY!

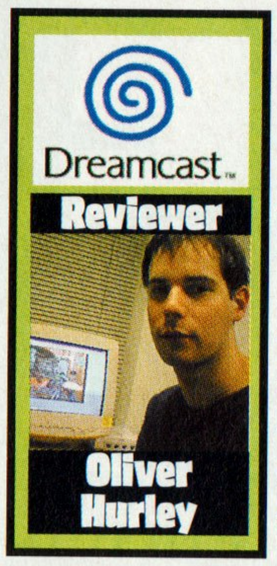
p126

G-MAIL
YOUR LETTERS

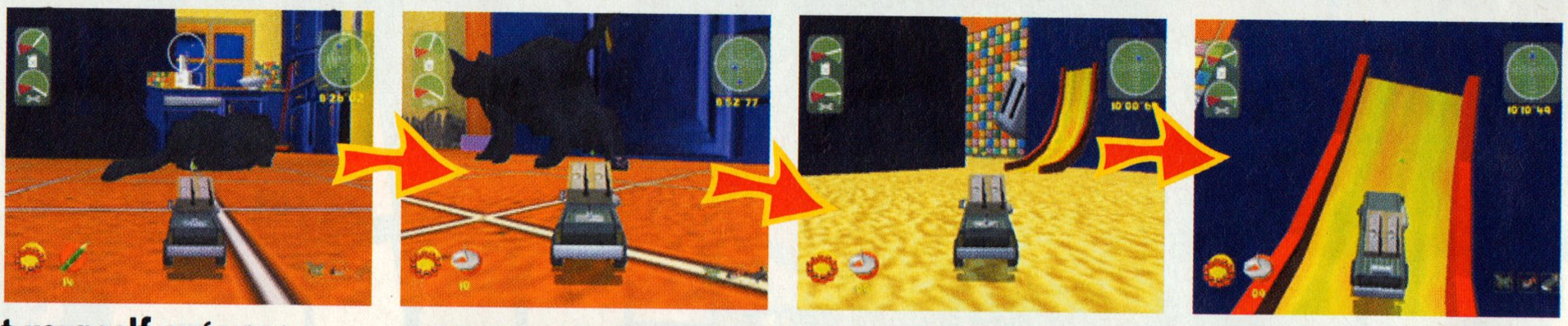
p128

GO APE! THE LATEST ADD-ONS GRiP CHiMPED!: PAGE 122

DATA ▶ FORMAT REVIEWED: DREAMCAST PRICE: £40 OUT: NOW



Toys, remember them? You probably used to play with them before you got yourself a games console. Well now you can relive those heady days with the aid of...



TOY COMMANDER

With the likes of *Re-Volt*, *Micro Machines 4* and *Toy Story* and (gulp!) *Lego Racers* all doing the rounds at the moment, there seems to be something of a fad for games with toys in 'em.

The latest addition to the plaything-canon is this 'ere *Toy Commander*, from the French developers No Cliché.

TASK MASTER

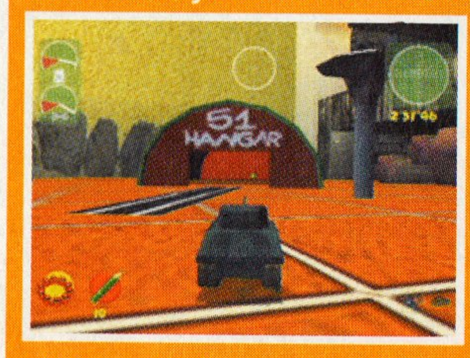
It's largely a mission-based affair in which you take control of a staggering array of different vehicles and have to trundle through eight different areas of a house while having to do everything from boiling eggs to destroying submarines. You begin in the kitchen and dining area and, via bedrooms, lounges and hallways, end up in the basement.

On the way you'll have to get the hang of controlling mini versions of trucks, cars, buses, tanks, helicopters, jet planes, Spitfires... even microlights!

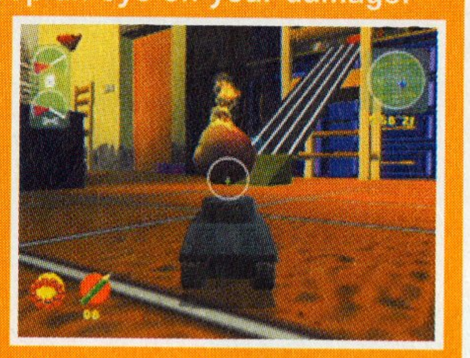
The first thing that strikes you about this is that it's *not* easy. First of all there's the small matter of figuring out exactly what it is you have to do to complete each stage. Once you've got that sussed, you then need to come up with a strategy for doing it. What are the best weapons for sinking

1 MAINTENANCE!

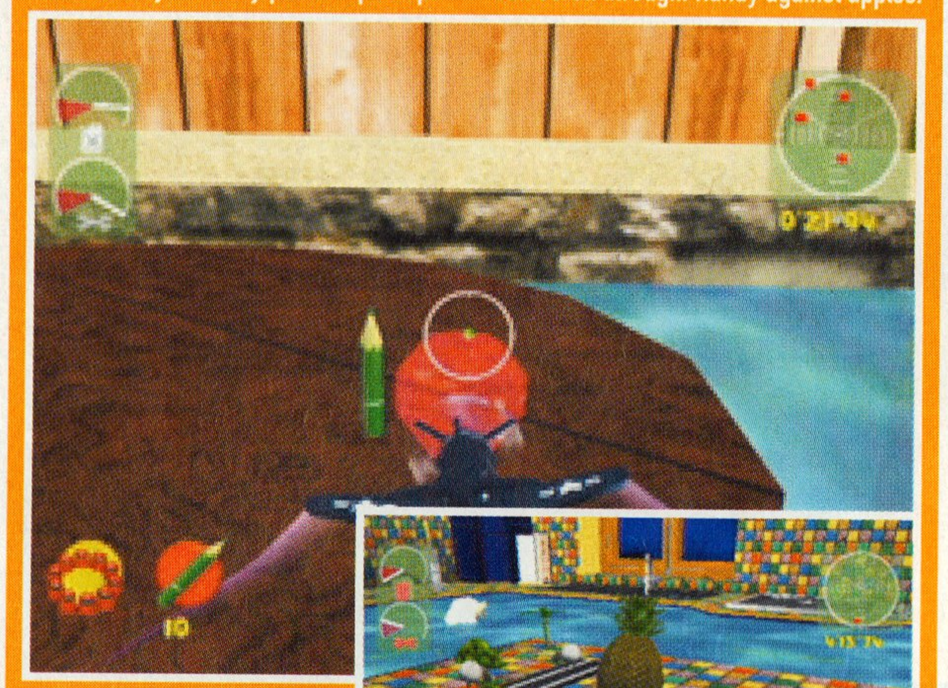
As well as ensuring you've got enough ammo to complete each task, you also need to keep an eye on your damage.



▲ Lurk round the hangar and you'll often find a variety of handy power-ups. Top!



▲ You've got a variety of weapons you can scroll through. Handy against apples.



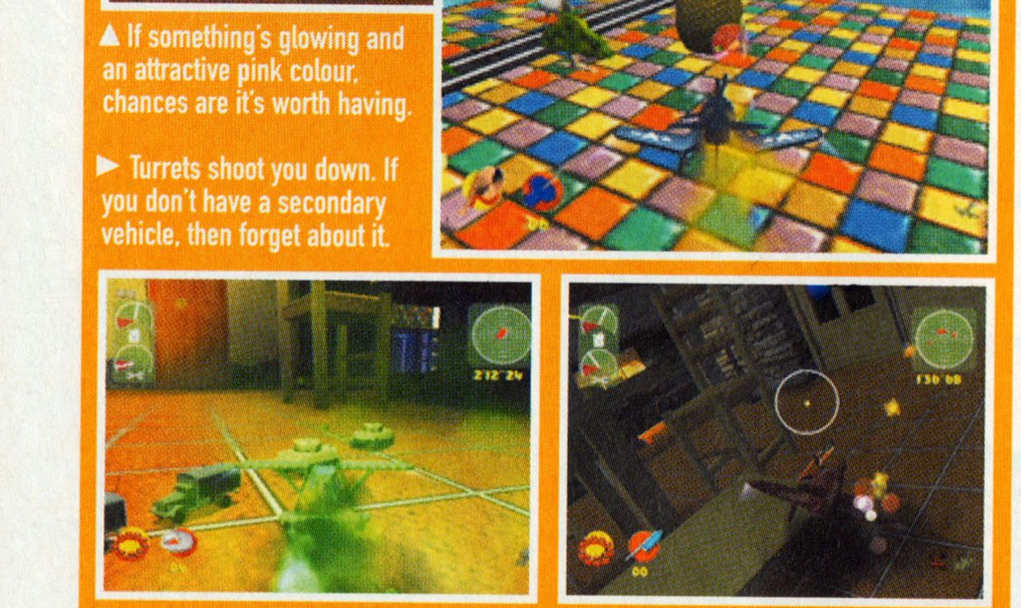
▲ If something's glowing and an attractive pink colour, chances are it's worth having.

► Turrets shoot you down. If you don't have a secondary vehicle, then forget about it.

▲ "I'm hit! I'm hit!" Sometimes there's nothing else for it but ejecting.

▲ "I'm going dooowwwnn in a blaze of glory!" Thanks to Les for that one.

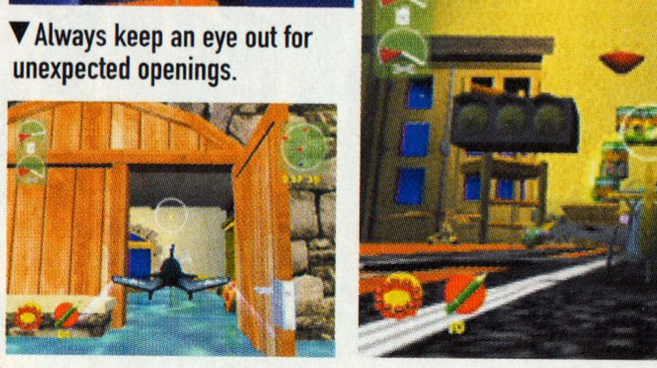
▼ Just like *Micro Machines*, *Toy Commander's* everyday household items quickly become huge obstacles. You should see the state of the downstairs loo, mind.



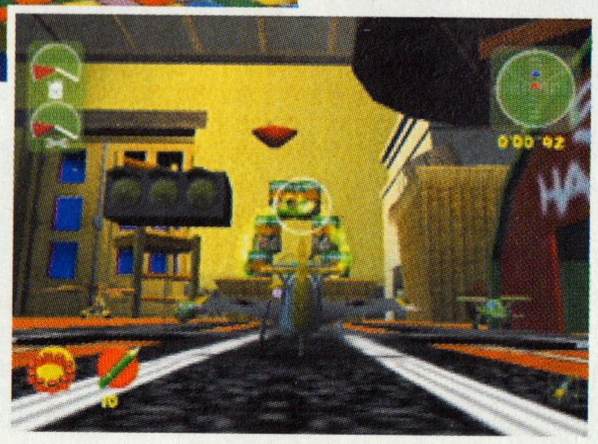
▲ Falling off ledges is really annoying as you have to start again...

◄... unless you're in a plane of course, in which case your main worry...

▼... is running out of fuel. Ohmygod, we're gonna hit the stove!

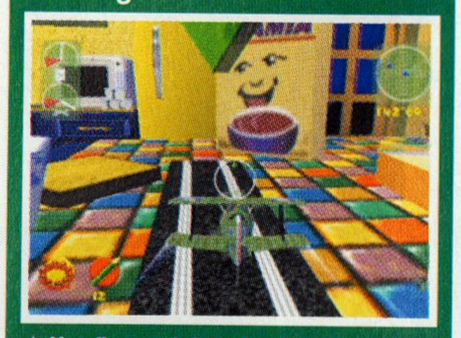


▼ Always keep an eye out for unexpected openings.

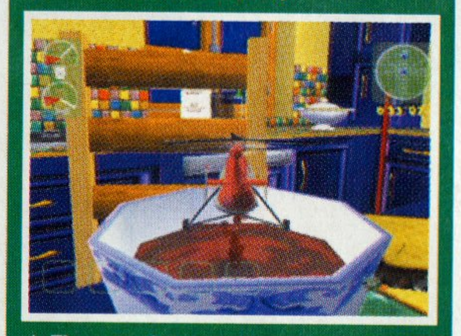


2 ACCESS!

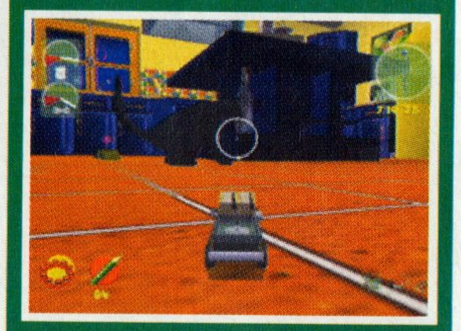
You have to complete a training level before it's possible to access the rest of the game.



▲ You first task is to land a plane. No problem at all, matey boy.



▲ Then you have to drop sugar cubes into this bowl. No sign of Björk though.

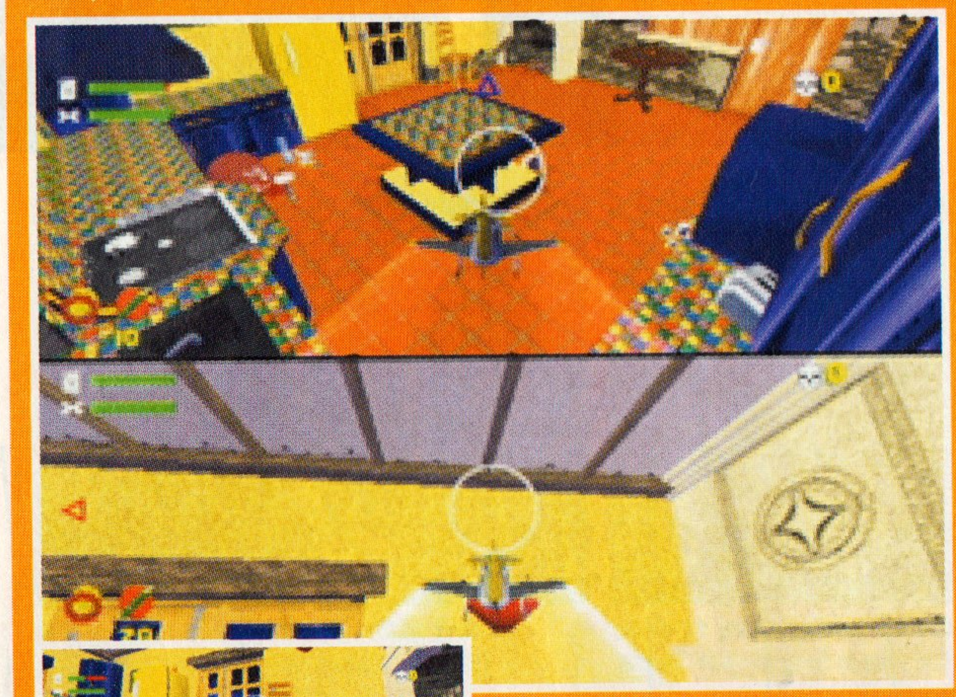


▲ Finally, you have to maim this cat by running over its tail. Only joking.

TOY COMMANDER

3 HANGER MAN!

When you're having a deathmatch each player has their own base. This is where you can refuel, collect repair and weapon power-ups and even swap vehicles.



▲ Flying into the wall may not sound like a winning tactic. And it's not.

◀ Each player starts off from their own hangar. All you have to do then...

► ... is find each other. Which is a lot trickier than you may imagine, especially when there are only two players.

"YOU HAVE TO TRUNDLE THROUGH AREAS OF THE HOUSE WHILE HAVING TO DO EVERYTHING FROM BOILING EGGS TO DESTROYING SUBMARINES."

submarines? What's the best way to stop a convoy of toy tanks? What's the most effective weapon against choppers?! Even when you've figured out *how* to complete each stage, pulling it off is no mean feat. Suffice to say, this is a game that will last you for quite some time...

Visually, it's very impressive. Each room looks convincingly realistic while retaining a suitably cartoony feel. Every area, as well as being scattered with power-ups, is also strewn with household objects, many of which are movable. Watch out for apples rolling towards you, for instance.

DESIGNER

The vehicles have some impressive abilities – trucks can climb the walls, planes can loop-the-loop – but the handling can be a bit dicky. Many of the tasks require precise manoeuvring and you really feel as if you have to fight with the controls at times. It doesn't help that when you go backwards, the controls are miraculously reversed – steer to the left and you'll go right. Erk.

Added to this are the occasionally dodgy camera angles. If you manage to get yourself in a corner, for instance, the camera seems to have a fit and can completely lose your vehicle for a moment. Not good.

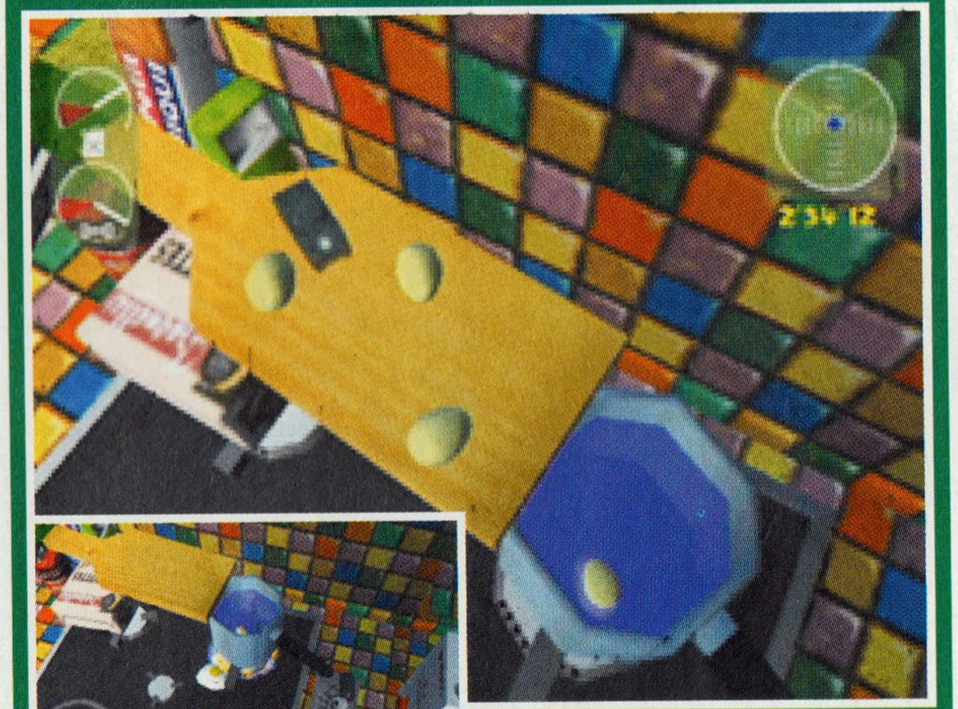
Toy Commander's other main weakness is the multi-player mode. After the imaginative and original single-player game, you'd expect the multi-player modes to be something a bit special. All three games – Deathmatch, Cat & Mouse and Capture the Flag – suffer from the same problem. You spend most of the time just trying to locate the other players. And when you finally do, chances are you'll lose them again. Ultimately, this means the multi-player modes are guilty of one of the worst crimes a game can commit: being incredibly boring.

While it doesn't quite rank as an essential purchase, if you fancy something a bit different, that niftily combines arcade gameplay with a side serving of strategy, then *Toy Commander* (minus its multi-player) is a well tasty option for all you DC owners.

▲ You can afford to skim the water. Once you go under though you've had it...

THE RIGHT TOOL!

The mission-based levels often give you two or three vehicles to swap between. One of the earliest tasks is to boil some eggs. The plane comes in handy for having a good look round and sussing out what to do, while the truck is better for pushing the eggs into the pan.

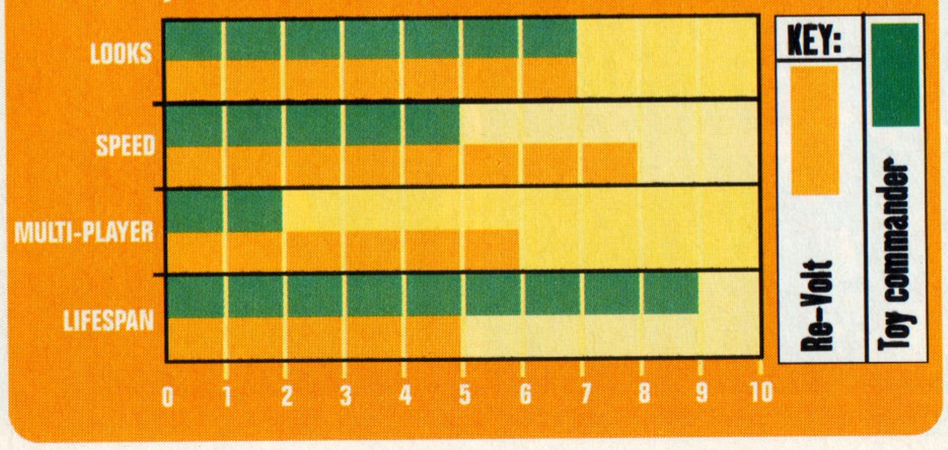


▲ It's times like this that you'll wish you'd done that domestic science class.

◀ What's that about getting the eggs *in* the pan? We prefer fried eggs anyway.

GROUND CONTROL...

What's *Toy Commander* like compared to the Dreamcast's other toy sim, *Re-Volt*? Let's find out...



JUDGEMENT

PRESENTATION

Tasty 3D environments. You really do feel as if you're in a house! Shame the rooms don't connect.

GAMEPLAY

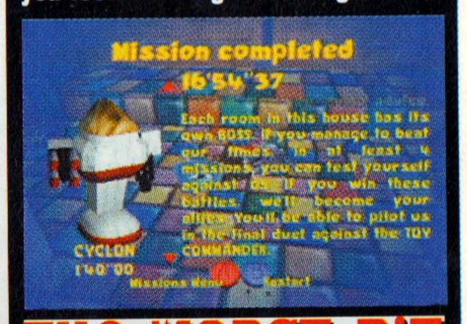
It looks like pure arcadeness but cunningly sneaks in loads of tactical gameplay on the quiet.

LIFESPAN

The one-player game is challenging and will take a while to master. The multi-player is a virtual non-starter.

THE BEST BIT

Figuring out the best way to complete each mission. Makes you feel like a right clever git.


Mission completed
16'54"37
Each room in this house has its own BOSS. If you manage to beat our times in at least 4 missions, you can test yourself against us. If you win these battles, we'll become your allies. You'll be able to pilot us in the final duel against the TOY COMMANDER.
CYCLON
140"00
Missions Menu
Restart

THE WORST BIT

As if this isn't tricky enough, the camera is prone to losing your vehicle. Sort it our for gawd's sake!

Toy Commander is original, good-looking and quirky. The single-player game is challenging but it's let down by the multi-player mode.

80%

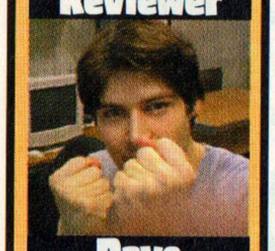
If you like this...

For a bit of remote-control racing give *Re-Volt* a try. Otherwise *Micro Machines V3* is you next best bet.

DATA ▶ FORMAT REVIEWED: DREAMCAST PRICE: £40 OUT: NOVEMBER

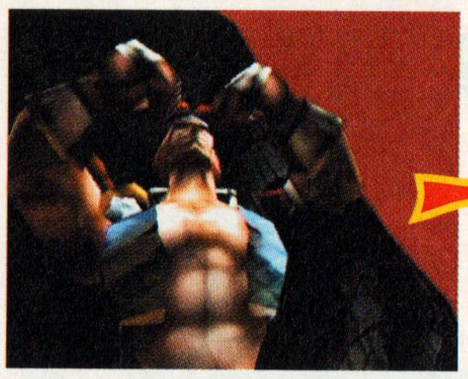
Dreamcast

Reviewer



Dave Harrison

First came the *Drum 'n' Bass Bruiser*, then the *Rapper Attacker*. Up until now we had been happy with the *R 'n' B Ringer* but now it's the turn of the *Soul Fighter*. Righteous!



SOUL FIGHTER

▲ You go to hell and you burn like the dog you are.

▲ Swish! Swish, swish, swosh. Nice action. Nice swishy action. Yes.

When we used to beat our bare knuckled way through the 2D rendered worlds of *Streets of Rage* and *Double Dragon*, there was a temptation to think all that was needed was better graphics to keep the scrolling beat-em-up alive and kicking.

It was a videogame staple diet and the idea of a world without them was inconceivable. You walked, you smacked someone in the face, you walked you smacked someone else in the face – so perfectly simple, but oh so addictive.

But as games evolved and became more sophisticated, old school genres that thrived on repetitive gameplay soon had their one-dimensional bent exposed.

STEPPiN' OUT

Consequently, the scrolling beat-em-up and others – including space style shoot-em-ups struggled to change and keep up with rest. They'd become the missing link of gaming evolution The big mystery was why they failed to walk upright.

DYNAMiTE

There were many attempts to drag the genre into modern gaming with such titles as *Fighting Force* and *Fantastic Four*, but both were pretty miserable, which meant a whole generation of consoles were without a decent walk-about scrapper. So now we have

1 i'LL SERVE YOUR ASS LiKE JOHN McENROE!

You can wap out your weapon or use your bare hands either way they're going down. Hitting them on the run will take them off their feet but a careful combo will inflict more damage. And don't feel ashamed of kicking them when they're down either.

▲ When you're in a tricky situation wap out your sword and stab till they're sore.

► Keep on attacking relentlessly and when a man's down – kick him.

◄ Sayomi is the quickest of the crew, but her swords are small – like knives.

▼ Each character has a special magic move which makes 'em burn in hell.

▲ Linking your attacks together can produce some effective combos.

▼ Quick! Save their souls by smashing your fist in their face.

SOUL FIGHTER

2 BEAST MASTER!

All the whipping boys come from the evil queen Antea and have a touch of the animal about them. Foxes with knifes, newts with spears, bears with sore heads and pandas with berretas!

► The evil half-man, half-bear monster, fighting as though he had a sore head.

◄This evil boss seems to have an axe to grind – there it is, he's holding it.

▲ The final confrontations are one-on-one, just like a conventional beat-em-up. So express yourself, it's one-on-one.

▲ Orion – being the wizard he is, has a handy projectile magic weapon.

▲ Not so tough now are we Batman... Don't like your suit either, you nonce.

> "SCROLLING BEAT-EM-UPS ARE THE MISSING LINK OF GAMING EVOLUTION. THE BIG MYSTERY IS WHY THEY'VE FAILED TO WALK UPRIGHT?"

the next generation console – the Dreamcast – attempting to breath life into a lost art.

They have already made a noble effort with *Dynamite Cop*. But the latest great white hope is *Soul Fighter* which comes from the *Golden Axe* style of fisticuffs with you opening a 'ye olde' can of whoop-ass on some goblins.

We learn through very dull and long-winded Jackanory/Sean Connery character that the kingdom of Gomar has fallen under an evil curse which has turned the occupants into angry mutant creatures. King Valmek feels partly responsible as his wife and son have created the whole mess. So to make amends he sends Altus – a warrior, Orion – a sorcerer and Sayomi – a spy to go smack-up the cursed ones and save their souls.

These are the three characters you can choose to control and the rest is all quite obvious *Gauntlet* stuff, with the lass being quicker but weaker than the bloke and the sorcerer being good at card tricks.

Each have their own style of fighting but your basic attacking moves are punch and kick, which can be knocked together for some finger kicking combos. And it's huge fun beating weird creatures into a pulp. There's satisfying smacking sounds and impact flashes greeting each fist and face interaction while the mindless violence is strangely soothing. Combine this with the beefed up of graphics of the 128-bit Dreamcast and for a while you'll laughing like a maniac.

STUMBLING

But after the third and fourth level of slapping funny looking animals you stop laughing and begin to wonder if it does anything else. And sadly it doesn't. Slowly the '80s gaming concept starts to creep out from the under the '90s gloss and the whole game starts to come apart at the seams.

The main problem with the gameplay is positioning yourself for attack. Often despite having two baddies directly in front of you, your characters seem more intent on testing their moves on the thin air just next to them.

There are moments of sunshine though. The AI of your enemies is pleasing and the camera system is also successful. As opposed to the fixed veiwpoint that was used for *Dynamite Cop*, the camera floats around you as you progress.

But sadly there is still something missing from the experience. All the elements are very familiar and it really does lack a vital spark. The major deficiency is that *Soul Fighter* takes itself too seriously. It's so wrapped up in it's Gomars and fantasy posing that it forgets about the fun.

3 HURLEY!

As well pounding those you meet with your fists you can also pick them off from a distance. As you progress you pick up axes, knifes and crossbows all of which can be thrown from a first-person perspective. Especially handy against bosses.

▲ The first-person view lets you see the baddies in all their glory, just before you hit them with something sharp.

◄Dance! Dance like a fool, you fish faced fishman thing or I'll shoot with my really annoyed bow!

4 SOUL FOOD!

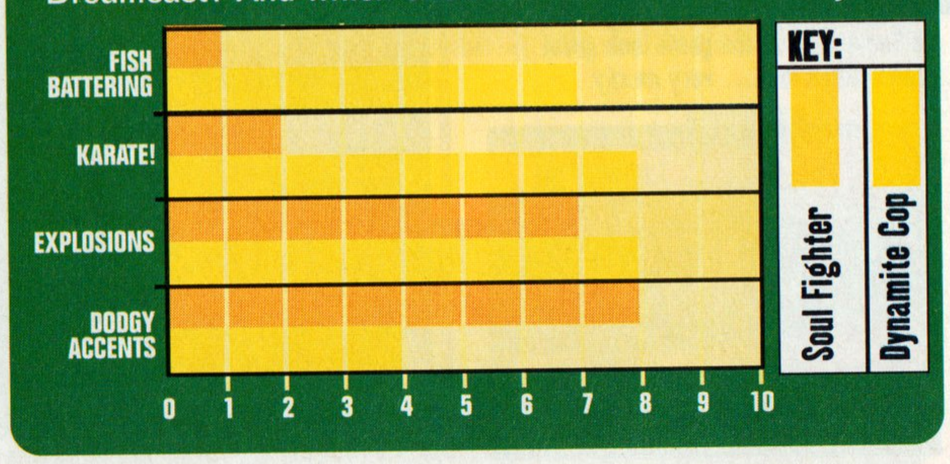
To clear each level you must release the souls of the cursed and then collect them in a small glass beaker.

▲ Every time you defeat a mutant minion, their soul escapes, so they can truly RIP.

▲ Another ghost like life source to add to your collection. In the pot it goes...

GET READY TO GRUMBLE...

Which is the best scrolling slappin' action on the Dreamcast? And which one uses fish most effectively?



JUDGEMENT

PRESENTATION

Despite having the power of the DC to wield, it's all a bit scruffy and the FMV's are really poor.

GAMEPLAY

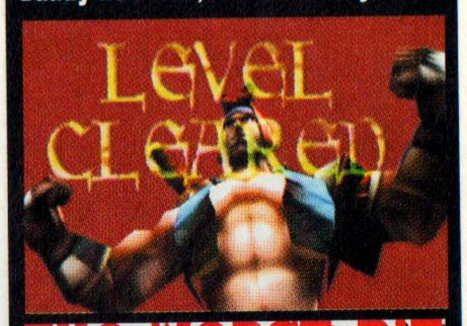
Really simple and addictive at first, but then grows frustrating and ultimately becomes dull.

LIFESPAN

It's not the type of game you'll really want to finish twice, but it's good for a bit of stress release.

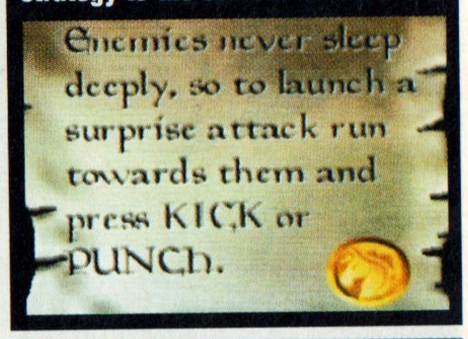
THE BEST BIT

Taking on the world and giving them a good duffing up. Who's the Daddy now. Me, I'm the Daddy now.



THE WORST BIT

The scroll pick ups that try to suggest there's a hidden art and strategy to the combat. Is there?



Soul Fighter **is no disaster, it's not a terrible game – it's just not a very good one. The gameplay is limited and it's very scruffy in places.**

65%

If you like this...

Dynamite Cop **is your best bet on the Dreamcast and Force mode in** ***Tekken 3*** **is also good fun.**

DATA ▶

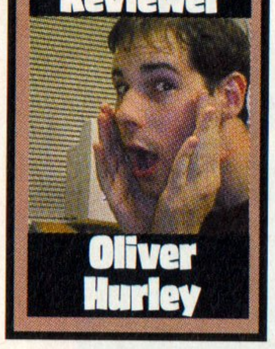
OUT: NOW
CALL: 0181 944 9000

PRICE: £40
PLAYERS: 1-2

DEVELOPER: UBISOFT
OTHER FORMATS: NONE

Dreamcast

Reviewer



Oliver Hurley

Arcade racing? On the DC? With axes and dinos? Yes please! Sadly, Mr Satan's got nothing to do with it.

SPEED DEVILS

1 SHARP!

Most of the time you don't need to brake, although a very quick tap of the Y button will see you nicely round most hair-pin bends.

▲ The handbrake is vital for being able to speed round sharp bends.

▲ You don't even need to take your finger off the accelerator!

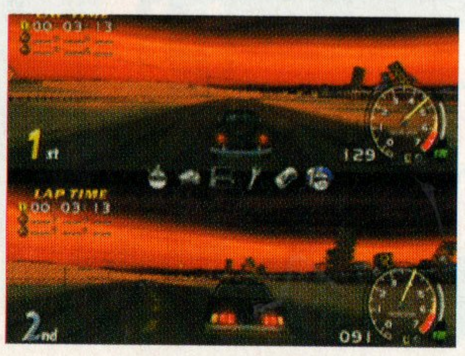
The Devils of Speed. It conjures up vivid images of fearless mercenary drivers ploughing down pavements full of innocent bystanders in a relentless bid to win the most dangerous races ever devised. Hmmm...

Speed Devils is, if not a mad, then at least a slightly barmy, concoction of arcade racer, rallyer and kart game. As with every racing game ever, you tear round a variety of tracks (there are a 11 in all) as quickly as possible in one of its dozen souped-up vehicles.

▲ Some parts of the game look great while others look... very *murky*.

▲ The standard split-screen race isn't too great but the imaginative two-player modes are more compelling.

► "Don't let the sun go down on me, don't let the sun go down on me," etc, etc...



YOU BET

So, along with the usual quick-start Arcade mode, the one-player Championship game sees you having to race through four classes and three seasons, winning money and gambling in order to upgrade your humble vehicle. You can also gain bonuses for fulfiling criteria such as reaching the top speed or doing the fastest lap.

Which is all good fun until you realise that for all its laboured attempts at wackiness, *Speed Devils* is actually rather tedious.

With incredibly long laps and only four AI opponents, it's easy to spend the majority of the race without seeing any other cars – hardly the cutting edge of excitement. The same goes for the two-player game. No AI opponents means that, unless the two players are *very* closely matched it's yawn city. It does make up for this slightly by the five different two-player modes, including Distance Lag and Defend & Attack. But while *Speed Devils* is hardly lacking in ideas, the execution means that the end result is pretty average.

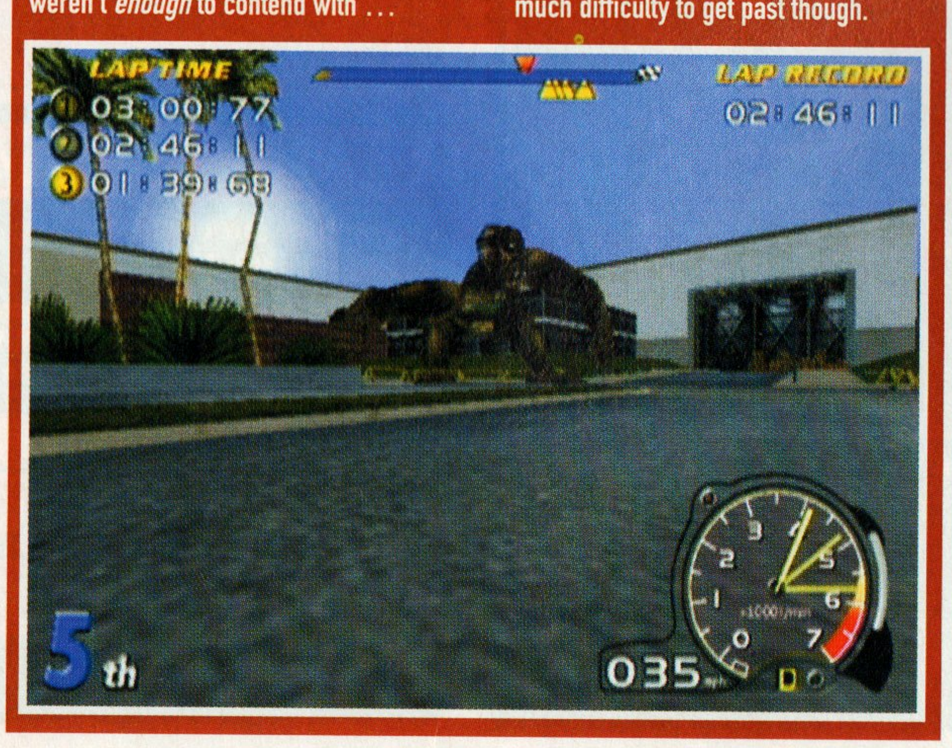
◀ Even when you pick the first-person view, *Speed Devils* doesn't give you the sense of speed the title would suggest.

2 WATCH iT!

Speed Devils' **main quirk is the *interesting* variety of obstacles, which include road diggers, T-Rexes and UFOs. Being squashed by King Kong is a personal favourite.**

▲ As if white-out blizzard conditions weren't *enough* to contend with ...

▲ Most of the obstacles don't pose too much difficulty to get past though.



JUDGEMENT

PRESENTATION

No real problems here. The graphics are detailed and smooth, although it's not amazingly fast.

GAMEPLAY

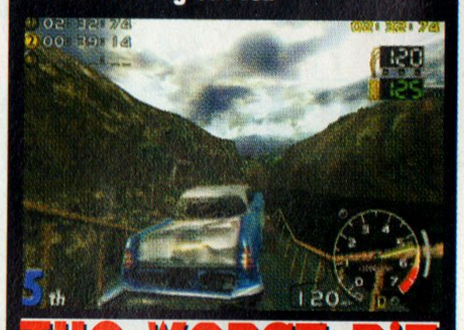
There aren't enough AI cars and despite the number, of the tracks they're all much of a muchness.

LIFESPAN

The Championship mode will last you a while, if you don't get fed up. Plenty of two-player fun too.

THE BEST BIT

Discovering the short-cuts on each track. They're well hidden but worth looking out for.



THE WORST BIT

The bug on the track set in Mexico. Fall off a cliff and it's impossible to get back on the track again!

Would have been better with more AI cars and a four-player option. Nothing horribly wrong with it but doesn't live up to its promise.

73%

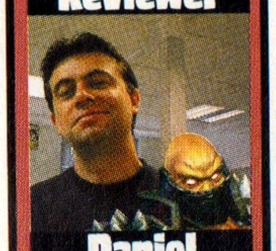
If you like this...

Then no doubt you'll like *Sega Rally 2*, *Buggy Heat* or maybe even *Monaco Grand Prix 2*.

SOUL CALIBUR

Dreamcast

Reviewer



Daniel Griffiths

You know the score. A brilliant Japanese beat-em-up gets a slow and letter-boxed PAL conversion. Oh yeah?...

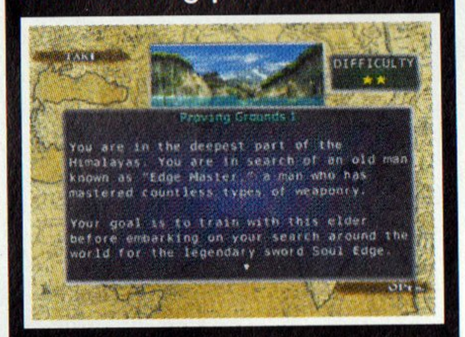
SOUL CALIBUR

GAMING MASTERPIECE!

◀What a beauty! Screenshots like this happen only with the very finest games. Gaze deeply at its brilliance. Ahh.

1 QUEST!

As in *Soul Blade*, *Soul Calibur* has a great single-player quest mode where you roam around fighting and winning prizes.


TAKI
DIFFICULTY
Proving Grounds 1
You are in the deepest part of the Himalayas. You are in search of an old man known as "Edge Master," a man who has mastered countless types of weaponry.
Your goal is to train with this elder before embarking on your search around the world for the legendary sword Soul Edge.

▲ As you travel the land you must face challenges, testing your fighting skill.

▲ Here you have to defeat the Edge Master but only using throws. Tricky!

We've already reviewed this to bits back in GM issue 86 but we now have in our possession the finished PAL version of the game. And what a treat it is...

Remember when PAL conversions took six months and resulted in a sluggish game half as big as the NTSC original? Well those days are now behind us.

The DC can operate in full-screen, full-speed, 60Hz mode (using your TV's SCART input) however, game developers don't have to include such a mode in their games. But guess what? *Soul Calibur* does!

PERFECTO

The result is a game that is not simply a good conversion but, for the first time ever, *exactly* the same as the Japanese original.

And what a game it is. From the moment the intro kicks in (which is done with actual in-game graphics) you know you're in the company of greatness. At a glance it looks fantastic. But it's when the camera zooms in during the replays and taunts that you see just how detailed these characters are. We're talking fighters of rendered intro quality here.

CLASSIC

If you're familiar with PlayStation *Soul Blade* then you'll love this. The game uses similar easy to get to grips with gameplay meaning that repeated button hits produce impressive looking flurries making even beginners feel like experts. Put the game in the hands of a real expert however and they'll clean up every time. It's that kind of game – easily learnt, eventually mastered. Pure class.

If you want a reason to buy a Dreamcast this is it. And if you weren't impressed so far then this is especially for you.

2 AWESOME FIGHTERS!

The cast of *Soul Calibur* are a mix of old stars from *Soul Blade* (glad to see that pervy Voldo is back on the case) and new fighters. All share the same luscious looks however.

▲ Put the gimp back in the box before he hurts someone!

▲ Your Poison! Deadly Ivy comes well equipped and shes got a bendy sword!

▲ This is no Bushido Blade. A good connection is explosive, not gorey.

▲ Nightmare's a bit on the familiar side – remember Siegfried from Soul Blade?

► Once you have your opponent in the air try a juggling combo.

JUDGEMENT

PRESENTATION

The best. The game engine intro is amazing. The options are lavish and the game looks drool-worthy.

GAMEPLAY

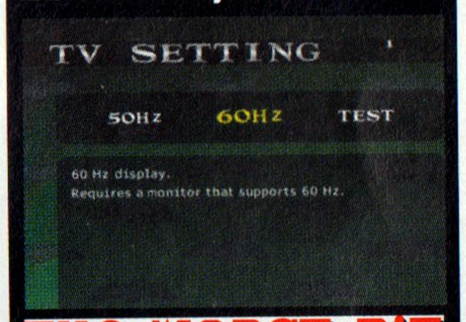
Brilliantly easy to pick up but with Pacific depth for those who want to master it. And best of all it's FUN!

LIFESPAN

A slightly limiting and predictable one-player game but an infinite and exciting two-player proposition.

THE BEST BIT

The option to play the game in 60Hz mode – just as its creators intended. Thank you Namco!



THE WORST BIT

Being trounced by a newbie who just bashes the buttons. It can be a little *too* easy to play at times.

The greatest fighting game ever made given the most perfect home conversion ever created. It's worth buying a Dreamcast just for this.

96%

If you like this...

Check out *Virtua Fighter 3tb* or *Powerstone* on DC or *Soul Blade* and *Tekken 3* on PlayStation.

GAME ART EXHIBITION

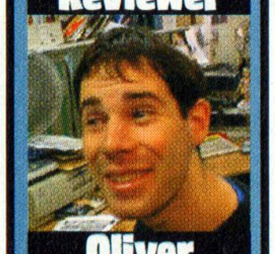
#31 SOUL CALIBUR

SOULCALIBUR™

Games Master

Dreamcast

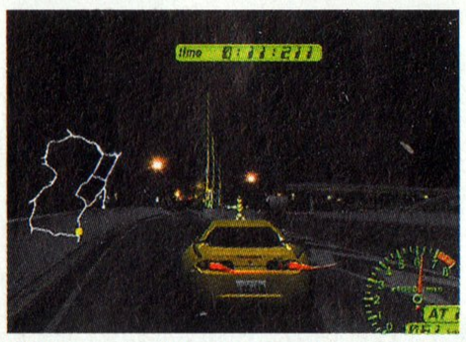
Reviewer



Oliver Hurley

Taking part in illegal night-time races in central Tokyo certainly sounds like an enjoyable few hours. Transfer it to the Dreamcast though and there's something lacking...

TOKYO HIGHWAY CHALLENGE



▲ You may well be thinking to yourself that it's all looking rather dark...

▲ ... that's because every race takes place in the dead of night.

You may have heard of this before. It's also known as *Tokyo Highway Battle*, *Tokyo Xtreme Racer* and *Shotokou Battle*.

Take your pick – they're all the same game. Right, now we've got that sorted, you may also be familiar with this due to its prominence in the Dreamcast TV ads. The reason being, at times, this can look absolutely stunning. Which is exactly what Sega would like you to think (obviously). Because far from being the DC's next-generation equivalent of *Gran Turismo*, *Tokyo Highway Challenge* is amazingly mediocre.

SPEEDER

Which is a great shame – because if ever there was a simple, yet amazingly cool-sounding idea for a game, then charging round the streets of Tokyo in a souped-up sports car is surely it. Speed, neon, sexy cyberchicks – what more could you ask for?

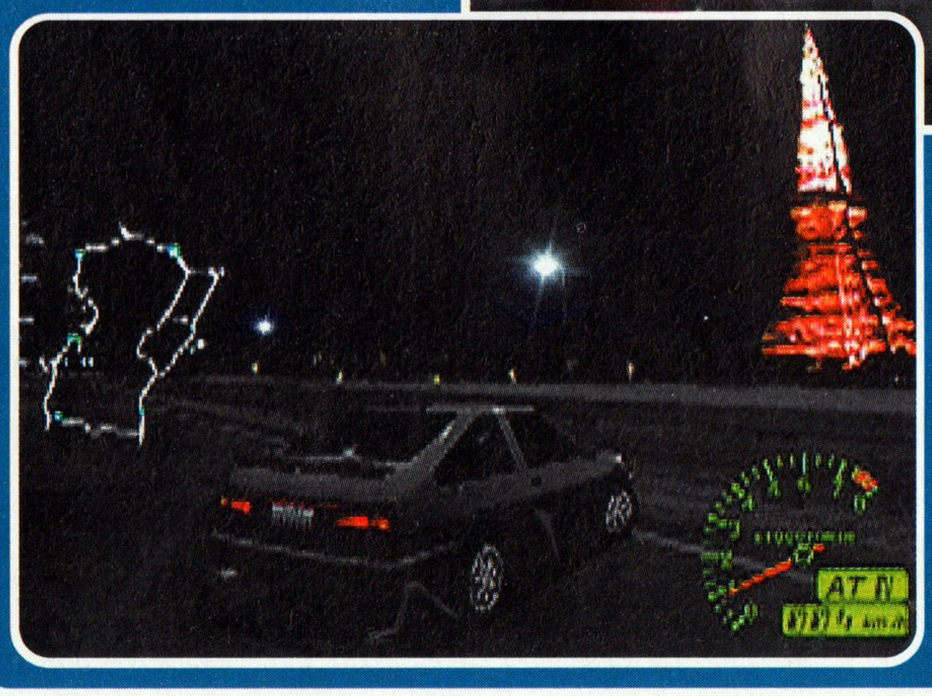
The crux of the game is that you and other equally ker-azy sports car owners just happen to be out for a drive. And then decide to have an impromptu race, weaving in and out of civilian traffic in the process. It uses a

1 I'M ON A MISSION!

The Quest mode is the main single-player game (you've also got Quick Start and Practice options). It's a bit like a poor man's version of the *Gran Turismo* Quest mode – buy a car, race for money, buy upgrades and new vehicles, race some more...

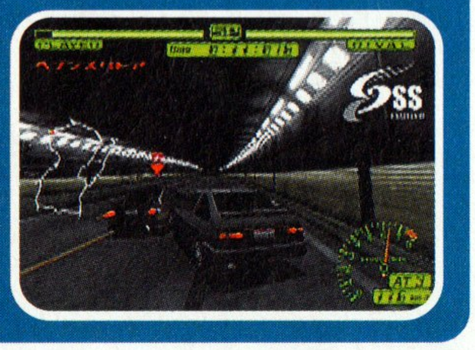
▲ It's no good coming second in a two-car race – it's all or nothing!

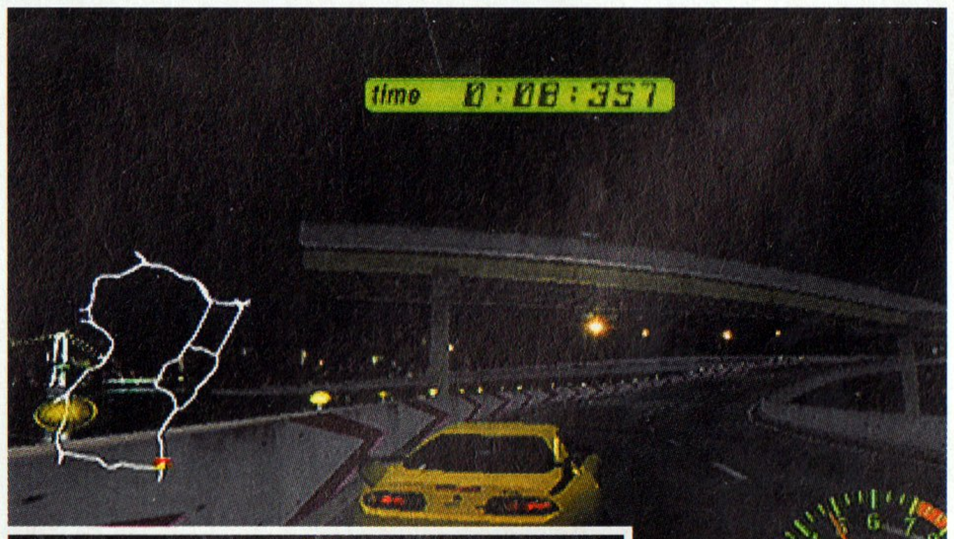
► The further ahead one car is, the faster the other car's 'energy bar' is depleted.



◄ The game features genuine Tokyo landmarks including the Tokyo Tower.

▼ For anyone who knows their cars, it's pretty easy to figure out what's what.

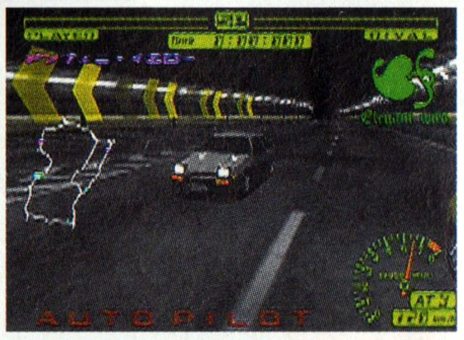


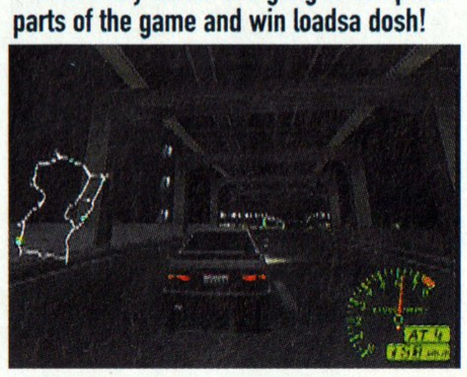


▲ Tokyo? Spaghetti Junction? Who knows?

▲ Each of the other drivers belongs to a particular driving gang.

▼ Beat every driver in a gang to complete parts of the game and win loadsa dosh!

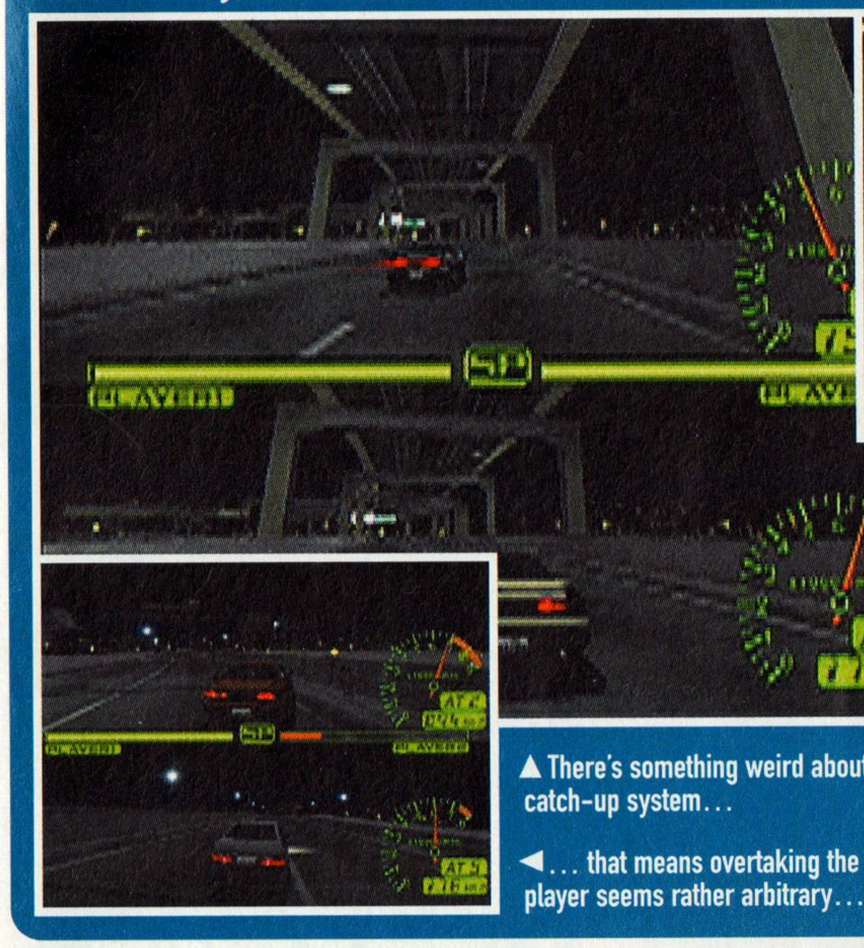


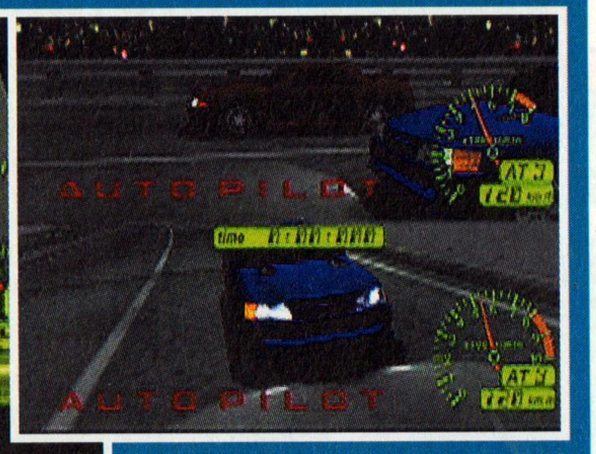


TOKYO HC

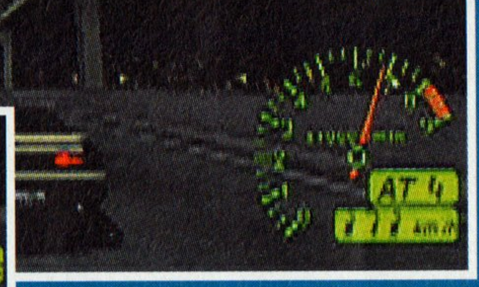
2 LOST HIGHWAY!

The split-screen two-player game uses exactly the same meter system as the one-player version. Sadly, there are no other vehicles on the roads to add to the proceedings.



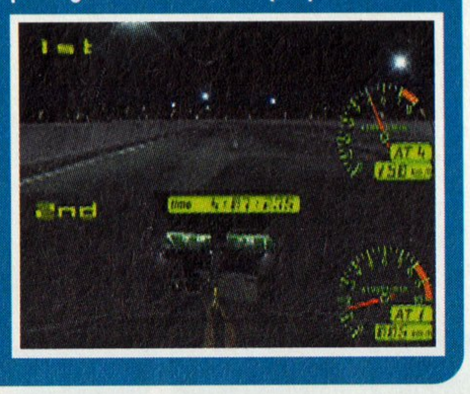


▲ Now if only you could get involved with the Tokyo underworld and go round putting horses' heads in people's beds...



▲ There's something weird about the catch-up system...

◄... that means overtaking the other player seems rather arbitrary...



unique beat-em-up-style energy bar system, not something you'd usually expect to find in a racer. As soon as each challenge starts, the meter of the car in second place begins to fall. If that car then takes the lead, the meter belonging to the other motor will decrease. To win a Challenge you must ensure your opponent's meter is totally depleted first.

THC's first obvious failing is in the handling. Which is quite a major problem for a racing game. Let's face it, for all *Gran Turismo*'s good looks, it wouldn't have been half the game it was if it wasn't for the spot-on handling. *Challenge*'s is ropey, at best. The steering is sooo unresponsive and even manages to incorporate a spectacular time-lag. Marvellous. And drive into a wall and the way the car reacts is almost laughable. It's way too easy to end up bouncing all over the shop like Pauline Quirke testing out trampolines. Even worse, a major collision sends the camera *in front of* your car so, for a few seconds, you're looking at the bonnet while trying to steer. Tarts.

It's fast and smooth but, for all the qualities of the visuals, it all looks incredibly *grey*. After a while you end up feeling more like you're racing round the outskirts of Birmingham on a particularly bleak winter's day. Which is a rather depressing experience.

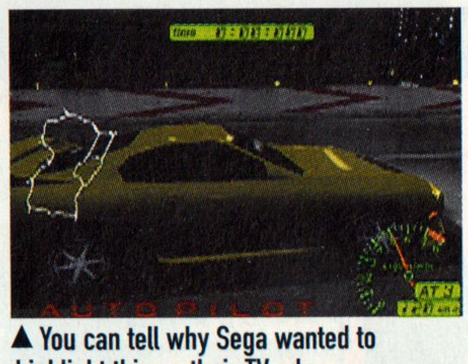
ALL ALONE

It's also annoying that, despite the amount of traffic on the roads, you're only ever racing against one other car. So if you're well ahead, it can all get a bit dull as you haven't got anything else to aim for. The thrill of weaving your way through the pack is something that is sorely lacking.

And while the meter system is certainly different, it suffers from some big-time flaws. Whichever car gets the lead to begin with invariably wins. When one car *does* manage to overtake the other, you can't work out quite why it was able to do so – it all seems far too arbitrary. This is even more noticeable during two-player races, which are often reduced to being entirely pointless. If one player has a better car, they're going to tear ahead straight away and win in no time at all. It's almost as if the programmers have acknowledged this problem and then attempted to make up for it by including an extra-powerful catch-up feature.

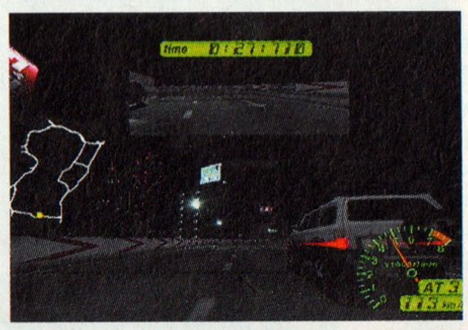
That's not to say *THC* is totally cheese – it's not. It's got a couple of smart ideas and it's fairly well-endowed in the looks department. It's just that the execution of the actual gameplay aspect is distinctly second-rate.

So, nice-looking but inept in practically every other department. Like Caprice.



▲ You can tell why Sega wanted to highlight this on their TV ads.

▲ You've just driven through Shinjuku and Akihabara is on the left. Probably.



"You end up feeling more like you're racing the outskirts of Birmingham on a bleak winter's day which is rather depressing."

JUDGEMENT

PRESENTATION

It's fast and smooth but there's nothing very exciting to look at and it's very grey. Cool replays though.

GAMEPLAY

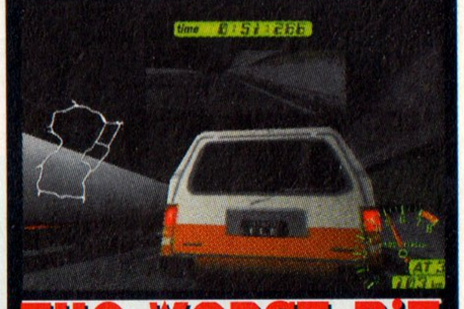
It's a case of a good idea badly executed. Beyond the initial thrill its doomed by a lack of variety.

LIFESPAN

Well, there's only one proper course , and the two-player game is not particularly thrilling...

THE BEST BIT

Causing your opponent to drive straight into the back of another vehicle. That'll slow 'em down!



THE WORST BIT

Realising that you're condemned to drive round the same course over and over and over...

Tokyo Highway Challenge could have been an engaging racer but is let down by poor handling, lack of variety and dull two-player game

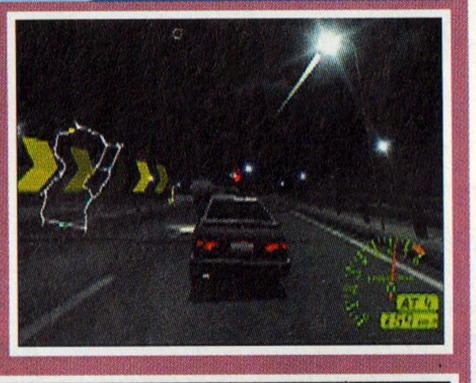
58%

If you like this...

Then the Dreamcast's usual racing suspects are what you'll want: *Sega Rally 2* or *Monaco Grand Prix 2*.

3 DIP SWITCH!

While having a drive round the Tokyo city circuit, other racers are highlighted on the map. To offer a challenge, drive up behind one of them and flash your headlights. As soon as you do this you'll find yourself in a head-to-head battle of speed and wits.

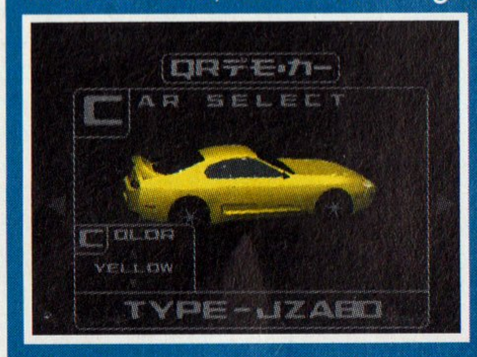


▲ Usually you'll get arrested for flashing. But do it in *Highway Challenge* and you'll have a car race. Interesting.

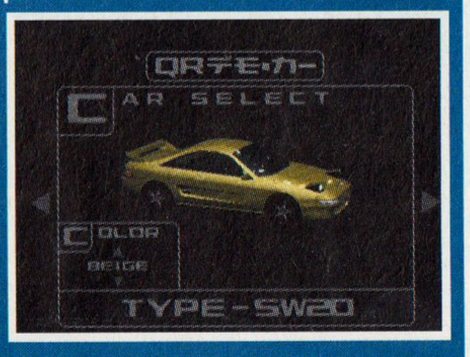
◄Yes, this bit of road does look a bit familiar. There's only one circuit, y'see. It's quite big though...

4 GARAGE MUSIC!

You have 22 cars to choose from, including the excitingly-named XE10, JZA80 and – gasp! – the SW20. Wow!



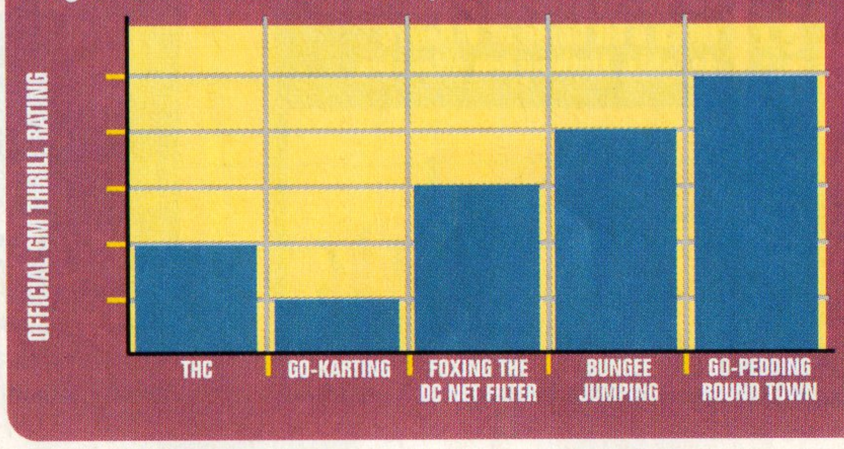
▲ And there was me thinking JZA80 was a well-known American rap artist.



▲ Now weren't SW20 responsible for, international Euro hit 'No Limits'? Hmm.

TOKYO STORM WARNING...

Racing motorists through the streets of Tokyo is a bit of a laugh. But how does it compare to these other activities?

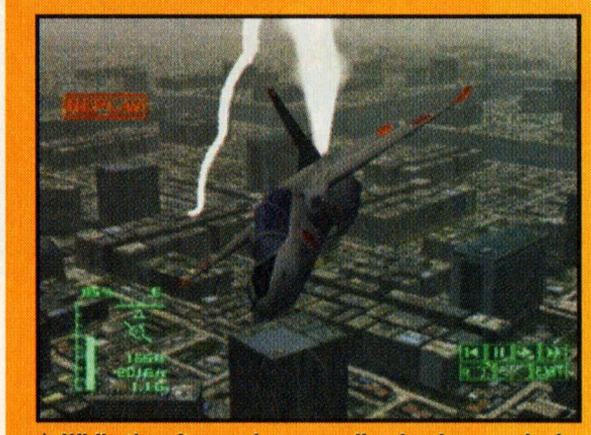


DC REVIEW ROUND-UP

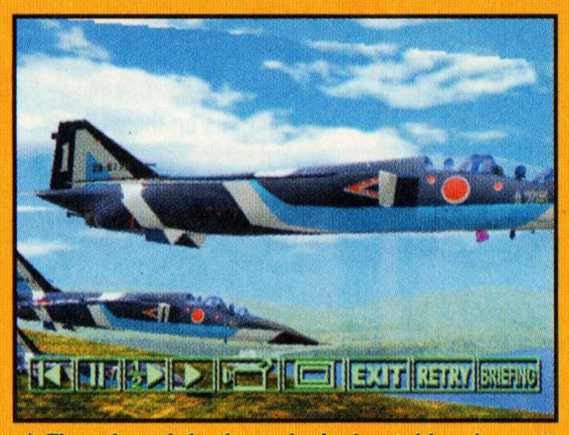
THE REST OF THE CURRENT DC LINE-UP!

PRICE: £40 OUT: NOW PLAYERS: 1-2 PUBLISHER: SEGA

AERO WINGS



▲ While the cites and surrounding landscapes look pretty from up here, they're naff up close.



▲ There is satisfaction to be had watching the pretty patterns you've made via the replay system.

Flight simulators have can offer two types of fun gaming. Either the challenge of successfully controlling a realistic rendered plane – flaps 'n' all, or, you can have loads of bogeys to shoot at with arcade dog-fight action. *Aero Wings* gives you neither.

Released as *Aero Dancing* in Japan, the game provides the opportunity to be part of a formation flying team. You must learn how to manoeuvre your jet so you don't look out of place. It's all about trying to fit in, towing the line and conforming. No boat rocking here then.

So you don't shoot anyone, but you also don't have the intricate control detail to compensate for the shoddy gameplay. All you're left with is flying in loops or through hoops. The graphics are really dull, the idea is dull. Just a really dull game. Hopefully fans of the flight sim genre will be offered something more tasty in the near future.

◀"And to our left you'll soon be able to see Blackpool – the Monte Carlo of the North West."

JUDGEMENT

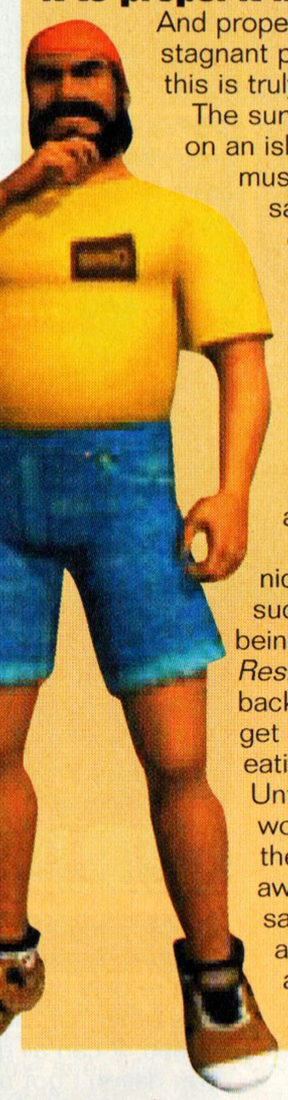
There's much more fun to be had spreading your arms, running round and pretending to be a plane than wapping out £40 for this.

55%

PRICE: £40 OUT: NOW PLAYERS: 1 PUBLISHER: ACTIVISION

BLUE STINGER

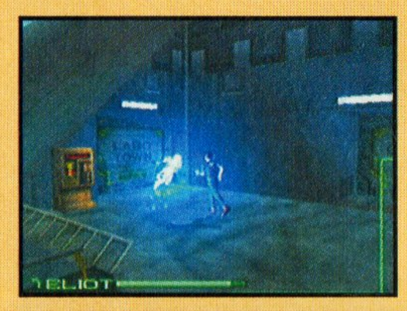
While we eagerly await the arrival of *Resident Evil: Code Veronica*, we have *Blue Stinger* to keep the survival horror seat warm. This a predictable stroll-open-shoot-collect-em-up which has the power of the DC behind it to propel it into next century.



And propelled it is but only into a stagnant pool of okayness. Yes this is truly ordinary.

The survivor of a meteorite hit on an island military base, you must try to find you way to safety. Easier said than done as the island is now populated with hordes of ferocious aliens. Loads of them – well one per room to be precise. So you're left to enter a door, shoot a monster, open another door and blast away ad infinitum.

There are some nice touches though, such as the environment being 3D compared to *Resident Evil*'s rendered backgrounds, and you also get to collect health by eating junk food. Neat! Unfortunately, any good work is undermined by the loose plot and awkward gameplay that saps the experience of any suspense. Definitely a poorman's slice of survival horror.



◀The cartoony style of the graphics undermines any notion of suspense.

▲ While it looks very dandy, the gameplay comes from a 'Survival Horror by Numbers' book.

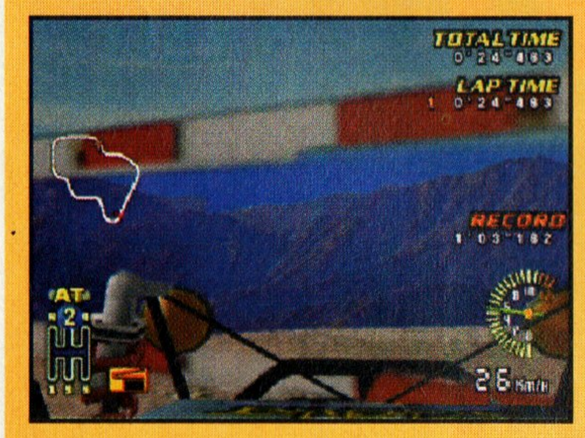
JUDGEMENT

Behind the plush graphics lies a lumbering, dull, mutant of a game that adds little to the world of survival horror. A big shame.

78%

PRICE: £40 OUT: NOW PLAYERS: 1-2 PUBLISHER: SEGA

BUGGY HEAT



It's a driving sim but instead of top of the range sports cars, this time it's 4x4, springy suspension with very large tyres and angry treads type racing. So you're thinking this is going to be bouncy fun, right? Well...

This comes from the *V-Rally* dirt track driving school, but rather than the knock about arcade joy that *V-Rally* offers, *Buggy Heat* offers very awkward handling. The main problem is the chronic under steer. Rather than chucking your vehicle around the bends, it's a case of willing the car to corner as the steering eventually kicks in.

Buggy has a definite arcade sheen to the presentation but this is then compromised by the tricky gameplay that requires a similar level of the patience employed with any simulator.

▲ All I can say is that next time she goes to get her haircut, she should take her hat off.

JUDGEMENT

Not the most inspired of driving games but a worthy distraction for those a bit bored of *V-Rally*'s delights. Nothing too offensive.

73%

PRICE: £40 OUT: NOW PLAYERS: 1-4 PUBLISHER: SEGA

MARVEL VS CAPCOM

The phrase 'arcade perfect conversion' is one we'll have to get used to as thanks to the Dreamcast, cabinet technology can no longer towel snap consoles without getting a kick in the nads.

And here's a prime example, *Marvel Vs Capcom*, as seen down your local slotties but now available in takeaway container.

As if you couldn't guess, the game is the Capcom staple 2D fighter featuring the most popular characters from the *Street Fighter* series and Marvel comics. So now Ryu can battle with Spidey and Chun Li can get to grips with Wolverine.

Basically 2D fighting isn't everybody's kind of biscuit, but even 2D doubters cannot fail to be impressed by the quality of the graphics and the speed of this.

► 2D fighting hits the DC with fists flying.

▲ "Me Hulk. Me smash!" Be careful, you wouldn't like me when I'm hungry. Err...

▲ Pyrotechnics, bright flashy lights and some super heroes, throw in some Capcom and here we go.

JUDGEMENT

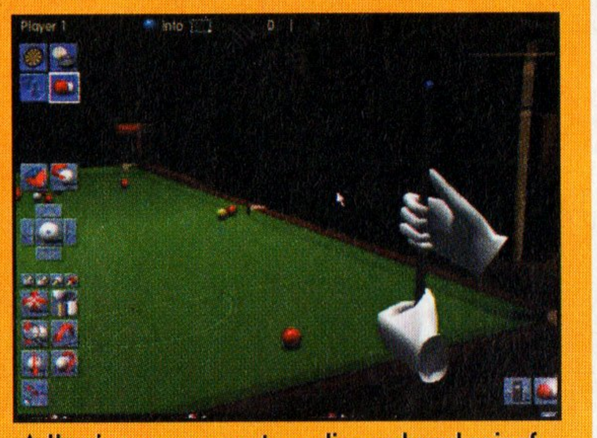
Never has Capcom 2D fisticuffs looked so healthy. A beautiful looking game that will not disappoint fans the of the Versus series. Cracking!

83%

PRICE: £40 OUT: NOW PLAYERS: 1-2 PUBLISHER: VIRGIN

JIMMY WHITE'S CUE BALL 2

▲ The menus screens are a bit fiddly with the joypad. Any chance of a Dreamcast mouse?



▲ Here's your opponent – a dismembered pair of gloves. They're good at pool but crap company.

Surely that should be *Jimmy White's 2 Cueballs*? Anyway, you know what you're getting here: virtual snooker and three variations of pool: UK, 8-ball and 9-ball rules.

The single-player games see you up against 10 different computer opponents. They show an impressive level of AI and you'll need to have your wits about you to beat the more difficult ones. You can fiddle with the rules to suit your own preferences, such as what penalties are incurred after potting the white in pool.

It's annoyingly tricky to perfect the art of judging angles though. There's nothing more frustrating than missing a shot in this that you know you'd hit in real-life. Perhaps worse than that is the ridiculous, and unnecessarily complex control system.

It's menu-based which may suit PC games but is hardly ideal when you're after a bit of arcadism. All of which makes this a far from essential purchase.

JUDGEMENT

You can't really expect thrills and spills with a pool game, and you don't get them. But this is a fairly handsome and functional simulator.

68%

PRICE: £40 OUT: NOW PLAYERS: 1-2 PUBLISHER: MIDWAY

MORTAL KOMBAT GOLD

Fans of series may well be rubbing their hands in glee – a beat-em-up with fine heritage gets propelled into the next century. Skill!

But once they play it, fans will be rubbing their foreheads in despair.

Basically, nothing has been done to the game since it first appeared years ago. The graphics are slightly improved, but this is the Dreamcast version, so you would be surprised if they were worse, right?

It's the same upright characters on their rails trying to shock each other with how violent they are. Scary? Non.

While games in general continually improve *Mortal Kombat* has been trapped in a gameplay rut for a long time now. Not even a next generation console can save this game. In fact it only serves to highlight its weaknesses. As games move forward into the new millennium perhaps it is time *Mortal Kombat* retired to take its place in gaming history. Get lost, Grandad!

▲ Ooh get off me you groping freak. You're all hands. Call that a pony tail. Just pony more like...

▲ The characters have been fleshed out but there is nothing fresh or spritely about this old dog.

JUDGEMENT

This isn't *MK*'s finest hour and should be left alone to stew in its own stinky mess. Great franchise, and once a great game. But not now.

39%

THE REST

In case you've missed our extensive Dreamcast coverage, here's a round up of the DC delights on offer right now.

SEGA RALLY 2 — 93%

Sega's best racer returns with 128-bits humming under its bonnet. Finger licking graphics, top-dog handling, mud-flinging hi-octane madness.

PRICE: £40 OUT: NOW PLAYERS: 1-2

SONIC ADVENTURE — 91%

The turbo-charged bush pig returns with all his speed and action intact plus incredible graphics and cunning gameplay. A cutting edge experience.

PRICE: £40 OUT: NOW PLAYERS: 1

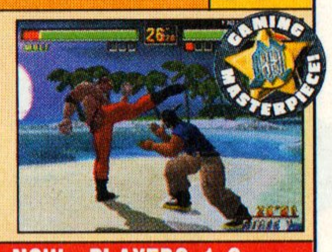
POWERSTONE — 92%

Bright and bouncy bruising fun. Rearrange the furniture and then each others face! It's a fighting game like no other! A good one!

PRICE: £40 OUT: NOW PLAYERS: 1-2

VIRTUA FIGHTER 3tb — 90%

A sublime conversion of the arcade beauty. No way a *Tekken* beater, but still an absolute all-time classic and a must for fight fans. Choice!



PRICE: £40 OUT: NOW PLAYERS: 1-2

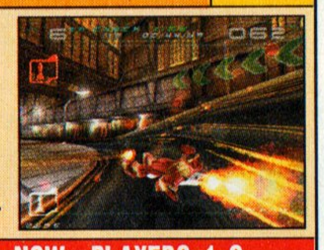
READY 2 RUMBLE — 87%

There's nowt so painful as being punched in the ring. Here's the chance to find out exactly why with this fantastically enjoyable arcade boxer.

PRICE: £40 OUT: NOW PLAYERS: 1-2

TRICKSTYLE — 87%

Slick looker, immensely engaging and entertaining. Easily the best futuristic hoverboarder title on a next-generation console.



PRICE: £40 OUT: NOW PLAYERS: 1-2

UEFA STRIKER — 86%

It's the Dreamcast's first football game. You can tell it's football and it looks nice. Great graphics but rather lame gameplay unfortunately.

PRICE: £39.99 OUT: NOW PLAYERS: 1-2

SEGA BASS FISHING — 82%

The ultimate challenge – you versus an animal with a two second memory. Really daft, really fun. This is definitely fly – fishing!

PRICE: £60 OUT: NOW PLAYERS: 1

COOL BOARDERS BURN — 81%

All you'd expect from any board and snow game but pumped up by the mighty DC. Smooth and deadly. Sadly no ones burns though. Bugger!

PRICE: £40 OUT: NOW PLAYERS: 1-2

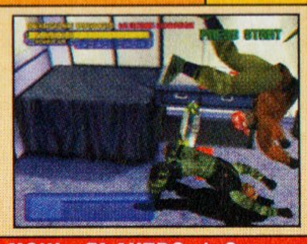
HOUSE OF THE DEAD 2 — 81%

Near perfect arcade conversion of the second helping of the zombie slaying action. The best lightgun blaster around, but a bit limited.

PRICE: £40 OUT: NOW PLAYERS: 1-2

DYNAMITE COP 2 — 79%

Arcade style scrolling beat-em-up. Loads of chuckles and knock-about fun but ultimately let down by it's teeny weeny lifespan.



PRICE: £40 OUT: NOW PLAYERS: 1-2

MILLENNIUM SOLDIER — 73%

Stupidly simple shooter – an old skool classic given a Dreamcast wash and brush up rather than anything new. Mindless explosive fun.

PRICE: £40 OUT: NOW PLAYERS: 1-2

MONACO GP RACING 2 — 72%

An enjoyable, well rounded, good looking racing sim. But riddled with too many frustrating flaws for it to really spread its wings and fly.

PRICE: £40 OUT: NOW PLAYERS: 1-2

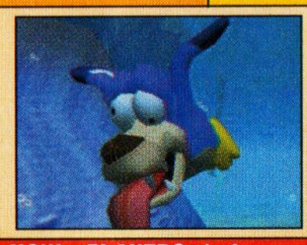
INCOMING — 60%

No brainer heavy artillery shooter. Kill things with tanks, planes and helicopters. A case of more flash than substance. Disappointing.

PRICE: £40 OUT: NOW PLAYERS: 1

PEN PEN — 50%

Race mutant penguins over ice, Tarmac and water. Just like any other racing game, but slower and a bit creepy. Not the DC's finest hour.



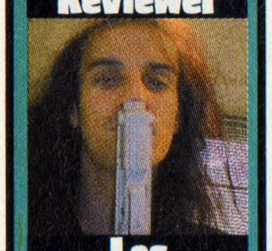
PRICE: £40 OUT: NOW PLAYERS: 1-4

AND THERE'S MORE! REVIEWED NEXT MONTH

Hydro Thunder
WWF Attitude
Formula 1
Resident Evil 2
Fighting Force 2
Street Fighter Alpha 3
Shadowman
Re-Volt

PlayStation

Reviewer



Les Ellis

Who'd you rather have sliding down you chimney this year? Santa or Ms Croft sporting her latest release?

TOMB RAIDER THE LAST REVELATION

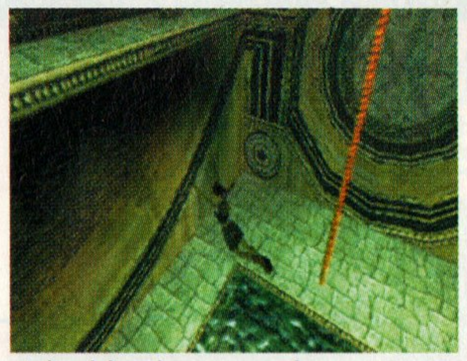
How things have changed over the last year: Kevin Keegan is now in charge of the England squad, Gary Barlow has disappeared up his own backside, and Matthew from Eastenders has gone from market boy to convicted murderer.

Some things haven't changed though. Take *Tomb Raider*. We all knew it would happen again, and we all knew it would happen in time for Christmas (coincidence I'm sure). And, to be brutally honest, most of us knew that it wouldn't be a hell of a lot different to what has gone before.

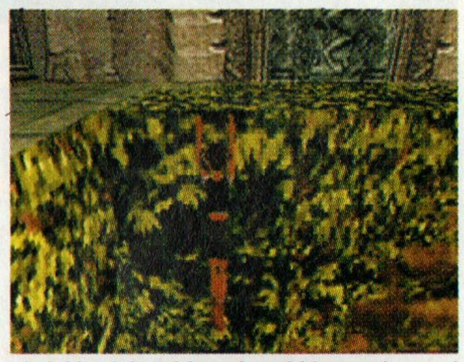
NEW STUFF

Tomb Raider 4 follows the 'how to make a *Tomb Raider*' recipe to the letter. So you know what to expect. Is this a bad thing? Well, you know exactly what you're going to get in a new Bond movie, but you still want to see it – so no, it's not a bad thing. *Tomb Raider 3* wasn't much of an advance on numbers one and two, but with

▲ Vast open spaces with no obvious means of getting across eh? Hmmm...



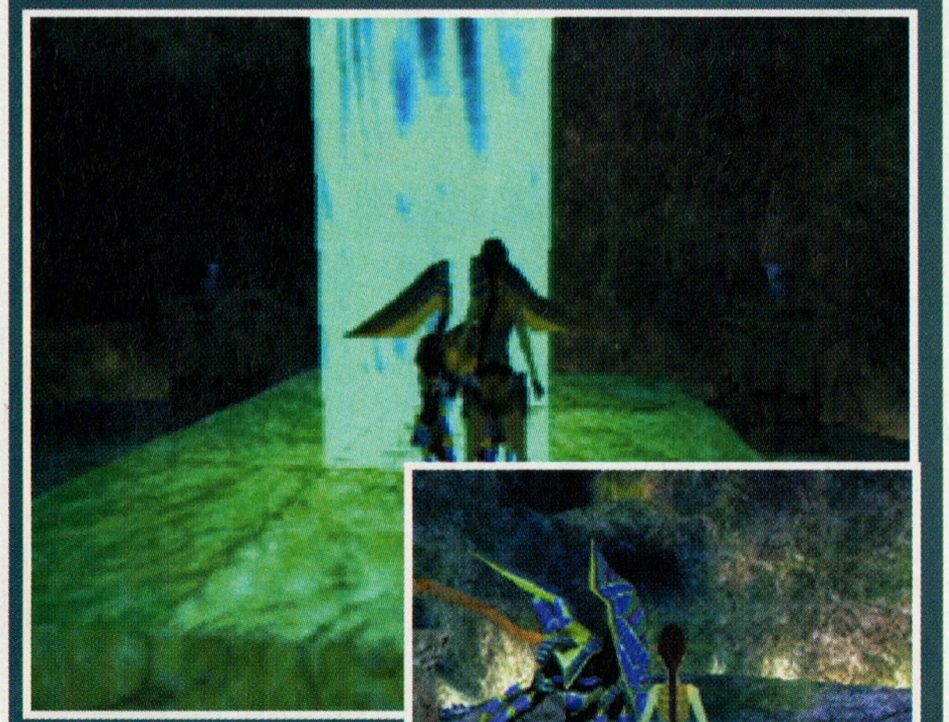
▲ A quick swing on a nearby rope sees you increasing your range by miles.



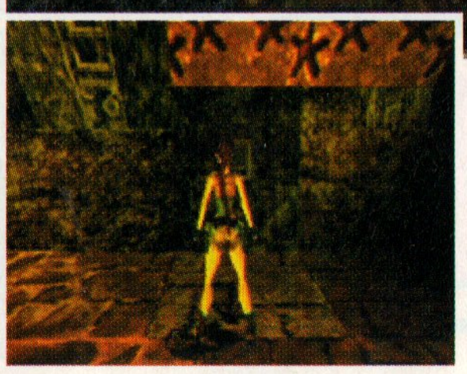
▲ A bit of the old mad grabbing action and you've got yourself a new area to explore.

1 HORUS FOR US!

Horus: the bloke you wake up with your raiding antics. So it's only fair that you be the one who puts him back to sleep. Of course, it's not that easy as he's an omnipresent God.



▲ Green beams, winged demi-gods, seismic activity... You should have left that artifact alone.



▲ Lara shows off her monkey climbing skills to her mentor.

◀ Doors and switches are still the main source of puzzlement.

▲ Voncroy opens another door that lets your continue your introductory training.

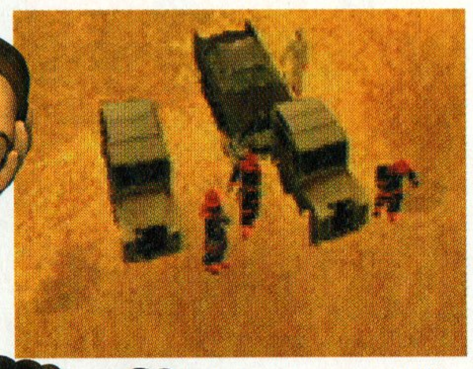
▼ You still can't interact with the majority of the objects on each level.

TOMB RAIDER 4

DEVELOPER: CORE DESIGN
PUBLISHER: EIDOS
CALL: 0181 636 3000
PLAYERS: 1
SPECIAL FEATURES: DUAL SHOCK
OTHER FORMATS: PC

▲ "She's just hangin' around..." The Men in Black would love you Lara.

▲ The choice is yours. Take what you've already won, or... open the box!



▲ Jeepers creepers it's time to get mobile!

four, Core Design have actually included new elements that add to the gameplay, rather than just eye candy. So what's on offer then? Well the first thing you'll notice (and something that will definitely make the hordes of Lara lovers sit up and beg) is that during the training level, you get to play as Lara when she was 16 years BC (Before Chest implants – better get ready to mop up the drool.) Get past this introductory level and into the game and you'll find some new elements to fiddle with.

First, in the inventory screens you can now combine certain objects like you could in *Resident Evil*. You can add laser sights to guns and put two pieces of an object together to help solve a puzzle. I guess the developers have been playing *Resident Evil* and *Dino Crisis* a lot because you can also choose what type of ammo you want to go with weapons as well. Maybe not original, but certainly welcome additions that add a bit more mental agility to proceedings.

NEW MOVES

In *Tomb Raider 3* Lara learned to crawl – which led to many hilarious close-ups of her backside as the camera followed her across narrow ledges. And after learning to climb in *Tomb Raider 2*, it has taken her two games to learn how to climb around corners. But that's not what Lara has been working on in the gym at her mansion. She can now swing on ropes to get across gaping chasms (not easy) and slide down poles – well it works for the blokes on London's Burning so why not.

SIGHTS

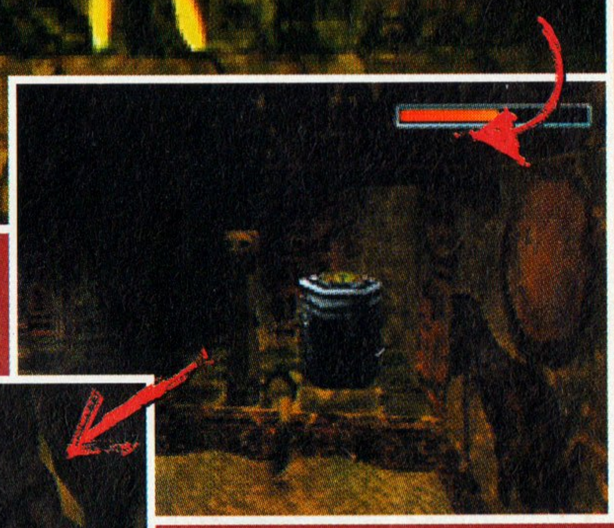
The other gameplay tweak comes in the targeting of weapons. You can now manually switch between targets and choose who you want to kill first and then use a laser sight to make sure you don't miss.

These changes are hardly revolutionary and

3 CLEVER, CLEVER!

The developers of *Tomb Raider 4* have thought long and hard before ripping off ideas from Capcom's *Resident Evil 2*. Don't believe us? Here are those ideas in action to prove it. This is a puzzle from early on in the game, so we haven't given away anything about some of the really bizarre ones you'll come across later on.

▲ A segmented puzzle in true Indiana Jones style. Now, where to start?



▲ First of all locate the odd floaty platform type thing and then...

◀ ... nab the second section of the Eye Piece, then it's time for a rummage.

▲ Dig the other part out of your pack and get combining...

▲ ... and that's it. Locate the sections and continue your adventure.

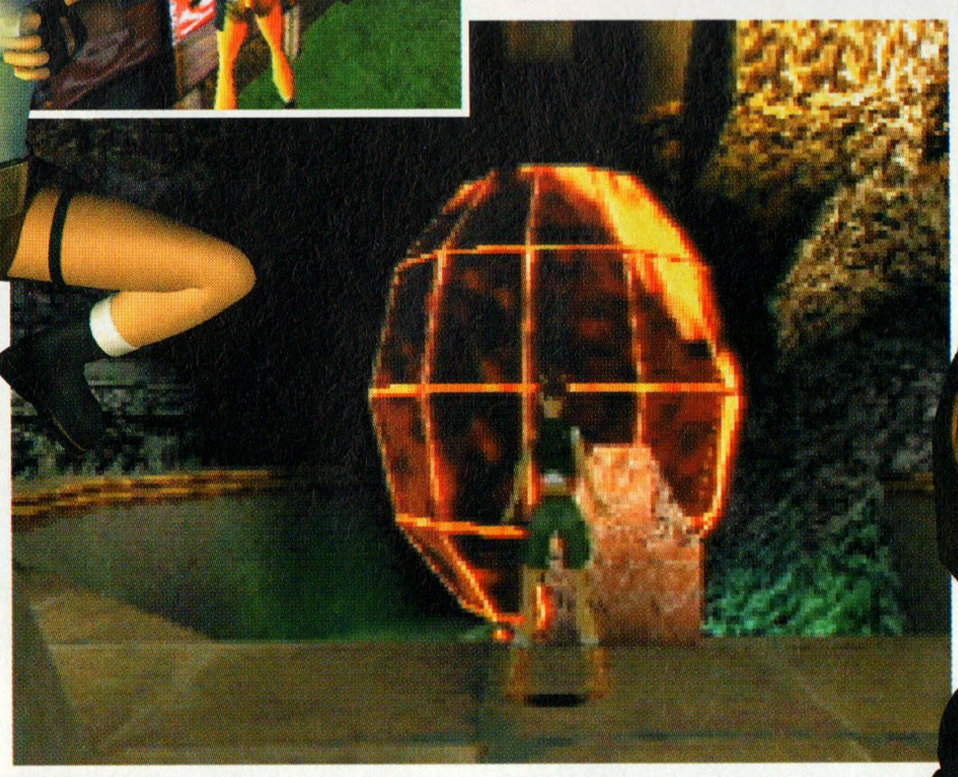
2 TAKE THE TRAIN!

Just in case you're the one who hasn't played *Tomb Raider* before, the first couple of levels are spent training with this hilariously voiced German freak called Voncroy who you're destined to disappoint.

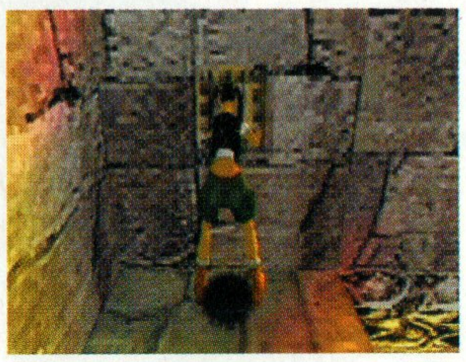
▲ Voncroy's the man who'll show you the ropes, literally...

▲ ... he'll keep you in suspense t strengthen those fingers...

▲ ... and he'll have the ability to get exceedingly huffy from time to time. Which explains a lot actually considering how long he's managed to hold a grudge.



▲ Glowing sphere thing! Perhaps this is all just all a bad dream, eh Dustin?



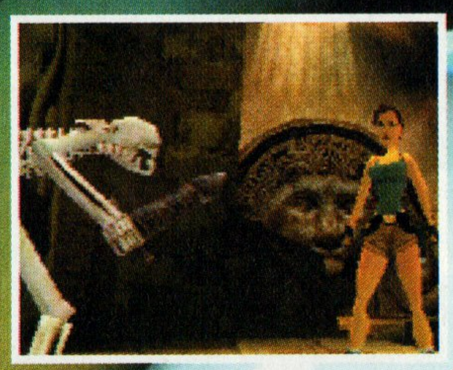
▼ Some areas do manage to recreate the vastness of the original.

CUT IT OUT AND SLAP IT UP!

Games Master

LARA THROUGH THE AGES!

You know you've always wondered what Lara looked like as a teenager. Well here she is as a lovely 16-year-old (before the growth spurt obviously) and as a grown up.



TOMB RAIDER
THE LAST REVELATION

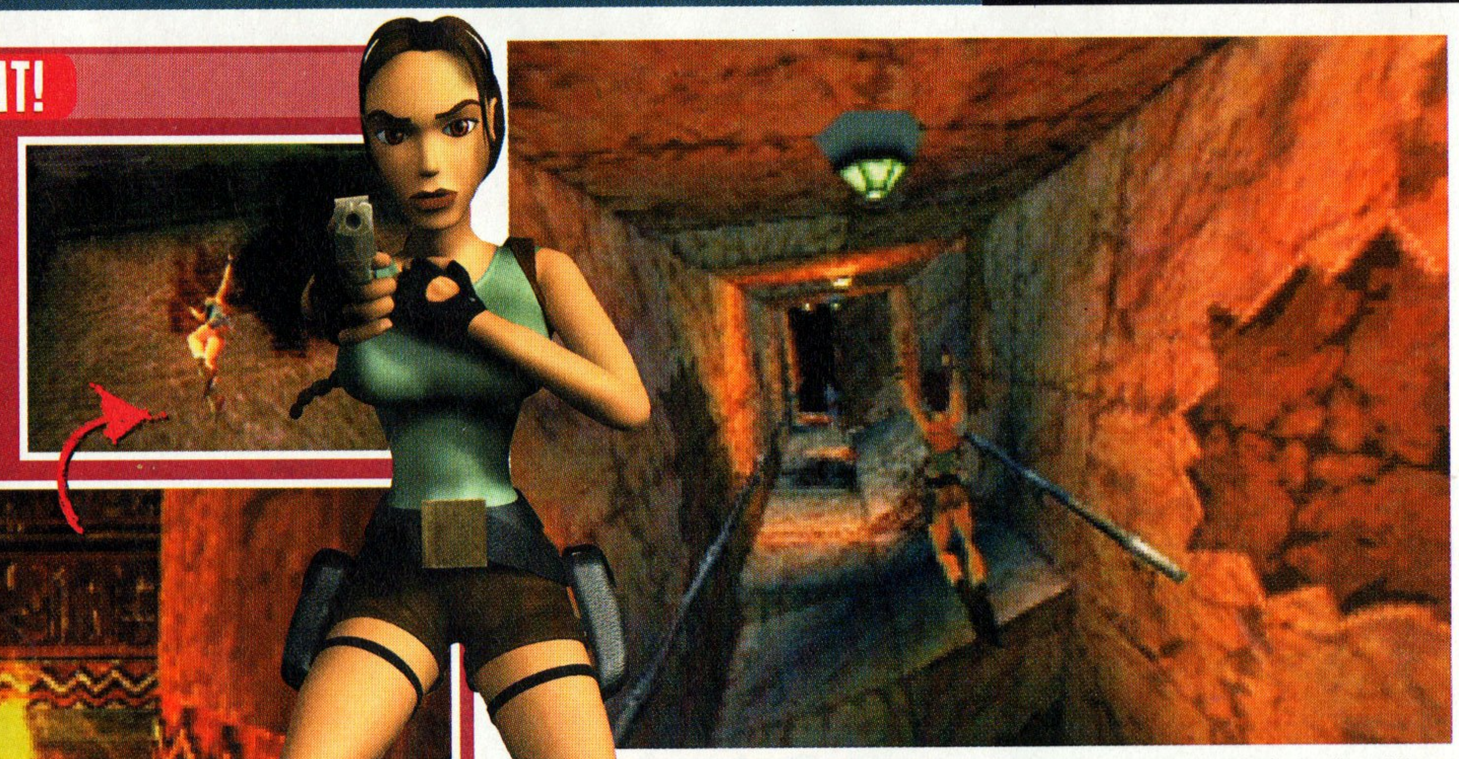
TOMB RAIDER 4

8 OUT FOR THE COUNT!

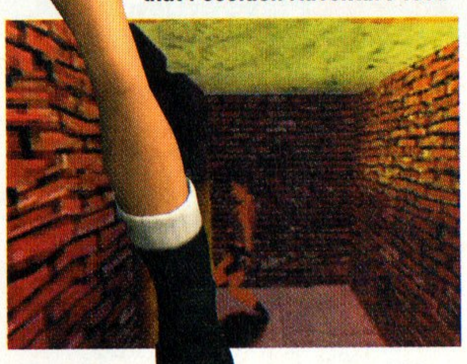
Just to show that we here at GM do lose at games occasionally, here's a selection of deaths that happened when er were, er... distracted a few times.

► Lara's major falls still result in a bone-crunching demise. Ooo nasty.

▲ The old running the bunsen burner gauntlet results in the usual scorched latex top and a swift journey back to the last save point. Agghh!



▲ A twisted perspective for that Poseidon Adventure feel.



▲ Another outstanding 'girl meets door' moment from *TR4*.

"YOU CAN NOW SWITCH BETWEEN TARGETS, CHOOSE WHO TO KILL FIRST AND THEN USE A LASER SIGHT TO GUARANTEE A KILL."

don't change *Tomb Raider* in any major way, but the developers had to have something to do besides design a few new levels in the last year, so give them credit for coming up with something fairly fresh this time round.

DRIVER

Another feature introduced in *Tomb Raider 2* and carried on here is the chance to drive vehicles. It gives you the opportunity to carry on all those dirty little tricks you learned in *Driver* and *Grand Theft Auto 2*. The motorbike and Jeep sections are there more to break up the jumping/puzzle monotony than to add any real depth to the action and won't provide much more than a cheap thrill when you eventually find them.

t's it for the new stuff. The action takes place in one location this time: Egypt (so no frequent flyer miles for Lara). But, Core haven't fallen into the trap of having everything look the same throughout all the levels. There's plenty of scope for wonderful graphics, and they've utilised every chance they had to create a fantastic world for you to explore.

The exploration itself plays less of a part than it did in the previous titles, as you'll spend more time working out how to get the hell out of sticky situations, rather than wasting time and energy trying to find them.

SO IS IT BETTER?

Time for the million dollar question. And in true annoying Chris Tarrant fashion, we'll make you hang on just a little bit longer before we tell you.

Thanks to the adolescent training mode and a much easier first few stages you don't get the initial 'God this is stupidly difficult' feeling that you had with *TR3*. But don't be fooled into thinking that *TR4* is a step back from those puzzles that were so frustrating that your joypad ended up taking bounce tests as you plummeted to yet another annoying death when you timed a jump wrong. There are still plenty of those, and they are tough.

Worryingly, there are also several new instant death sequences. The kind of thing where there's little or no warning that something's about to happen. So if you're not on your toes, then you're dead and back at the start. Damn, how frustrating. But at least you'll never make the same mistake twice.

Tomb Raider 4 holds no surprises and the new elements that have been added don't add a whole lot to the game.

HYPED TO DEATH

However, *Tomb Raider* has always excelled thanks to amazing hype and some of the best 3D level design in the business. The build-up has already started and will reach unbelievable proportions by the time Christmas hits.

As for the level design, well, this is crunch time. If they get it wrong, *Tomb Raider* is dead in the water. A few pervy blokes lusting after the latest Lara grunts and groans is not enough to push this to the top of the charts, which at Christmas is traditionally supposed to be Lara's place.

And I'm glad to say that yes, the level design is pretty much spot on. There are some glitches in the graphics, but you'll be so tied up looking for puzzle solutions and working out what the hell is going on (plus trying to survive of course) that you'll forget them a few seconds after you've seen them.

It's not flawless by any stretch of the imagination, but it's less patchy *TR3* and any flaw you do find (graphic glitches, awkward controls in certain places, slightly linear levels) are usually followed by a stunning gameplay sequence that makes you forgive them straight away.

Lara's back, and although it isn't the best adventure of the series, (*TR1*'s our fave) it certainly has enough going for it to once again demand a place in your bulging Chrimbo stocking.

JUDGEMENT

PRESENTATION
The graphics get a bit glitchy at times but the FMV and overall feel more than make up for it. Top.

GAMEPLAY
A few new elements to master, but the same old solid 3D exploring, jumping and puzzling action.

LIFESPAN
Huge game with loads to see and do. This one will last you way into the new year.

THE BEST BIT
Completing some tricky jump sequence or solving a mindbending puzzle. How rewarding is that?

THE WORST BIT
A sudden death sequence. How the hell were we supposed to see that coming and avoid it?

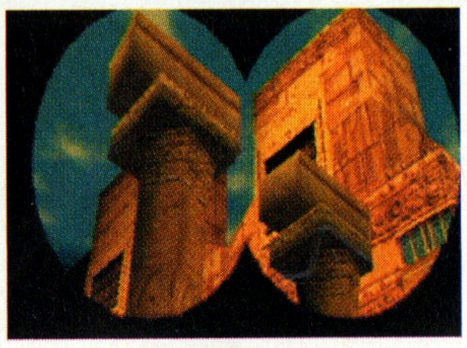
A bit lacking in original ideas but still as solid as ever. A real challenge, even for hardened *Tomb Raiders* and Lara lovers out there.

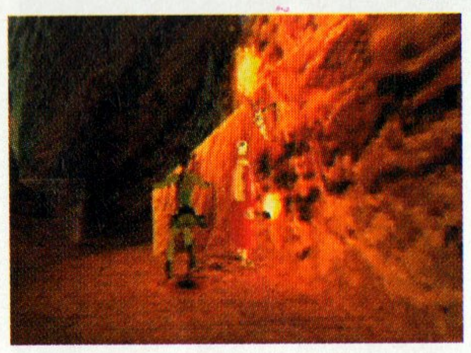
87%

If you like this...
Three other *Tomb Raiders* and one *Syphon Filter* should be enough to keep you busy we reckon.

► ... no it's more ancient ruins. Now there's a turn up for the books.

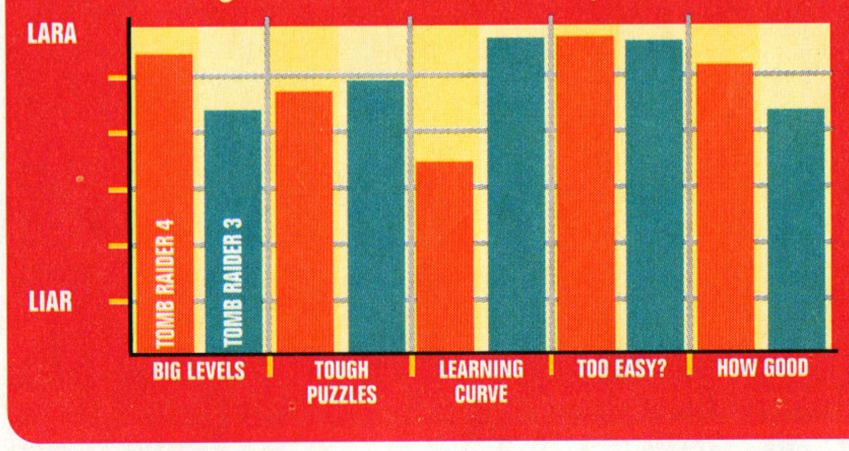
▲ Hey, what's that way up there? Is it a bird? Is is a speeding bullet?...





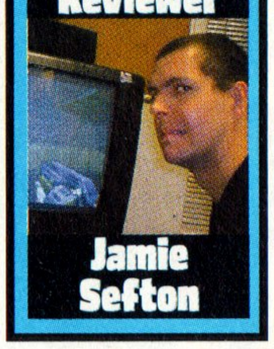
LADIES ALL IN...

Can Lara's latest epic cut it when set head-to-head against her last outing in the ultimate 3D scraperoo.



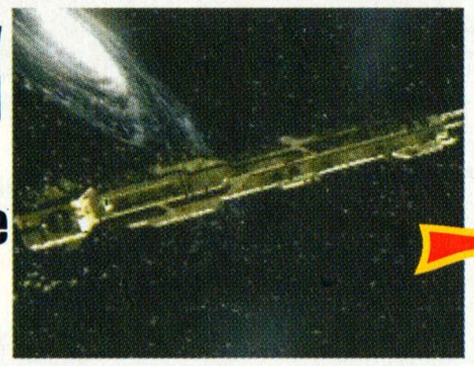
DATA ▶ FORMAT REVIEWED: PLAYSTATION PRICE: £40 OUT: NOW

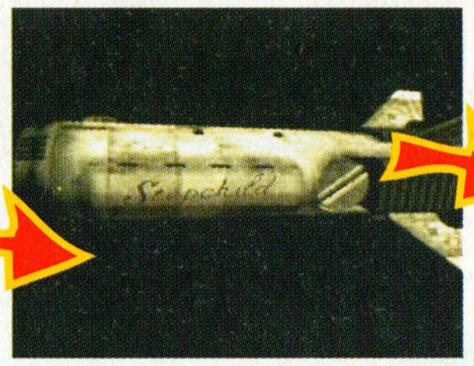
PlayStation Reviewer



Jamie Sefton

Can the lowly five-year-old PlayStation cope with the legendary PC shoot-em-up whose engine has almost become an industry standard? Of course it bloody well can! Fool!





QUAKE 2

1 DESIRABLE ABODE!

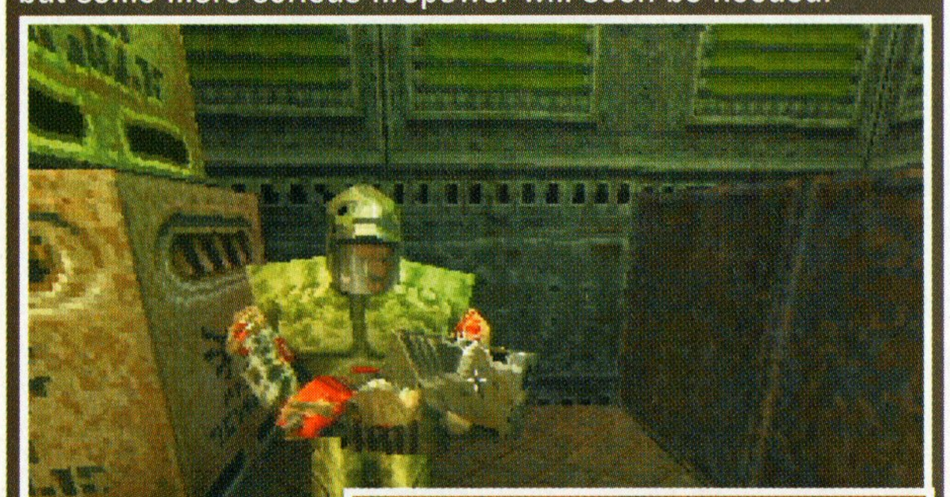
Quake 2 has some huge rooms that are beautifully designed, with shimmering water and reflective lighting effects replete with lens flare effects. Carol Smillie would be proud.

▲ Nothing like decorating these lovely walls with fresh Strogg flesh.

▲ Come on in, the water's... well... very dangerous actually.

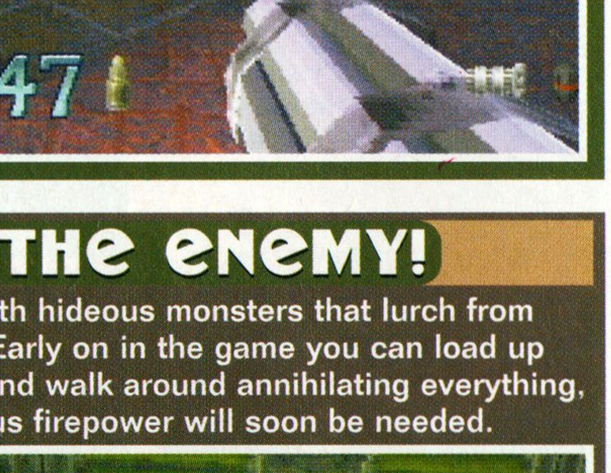
2 MEET THE ENEMY!

Quake 2 is stuffed with hideous monsters that lurch from every corner at you. Early on in the game you can load up with shotgun shells and walk around annihilating everything, but some more serious firepower will soon be needed.



▲ You'll have a great time blasting these guys apart...

► ... until they call on their bigger brothers that is. Hi there. This is my BOOM stick!



The hype surrounding the PlayStation2 is already spinning off into the stratosphere, with almost hourly reports about how the graphics will be better than your eyes can cope with and how the 'emotion engine' will enable the console to talk to you in fluent Welsh...

Forget all that. PlayStation 1 is here now and has just got one its best games ever!

Quake 2 is a legend on the PC. One game in a long line of superior first-person blasters from the genius of Id, such as *Wolfenstein 3D*, *Doom* and the original *Quake*. Playing it on the PC, you would probably laugh out loud if you heard that someone was converting it for the PlayStation. Nintendo 64 perhaps, but the PlayStation? Hah!

BEAUTY

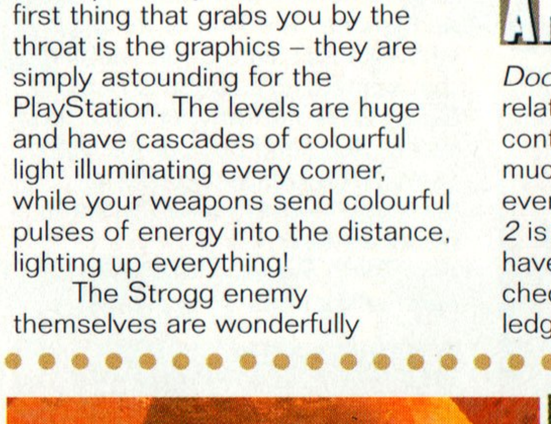
Quake 2 is everything it was on the PC and more. When you get through the atmospheric sci-fi FMV sequence at the beginning, showing the attack on the Strogg home planet by Earth's finest, the first thing that grabs you by the throat is the graphics – they are simply astounding for the PlayStation. The levels are huge and have cascades of colourful light illuminating every corner, while your weapons send colourful pulses of energy into the distance, lighting up everything!

The Strogg enemy themselves are wonderfully rendered and darn scary, ranging from ordinary-looking soldiers to terrifying genetic mutations that have gigantic metal claws fused onto scarred flesh. Urgh. The animation is also superb and the accompanying sound effects of rasping alien voices grunting and shouting words like "Trespasser!", are eerie and totally unsettling.

ANALOGUE

Doom on the PlayStation was relatively easy to get used to control-wise, as you could pretty much run around and blast everything at waist height. *Quake 2* is trickier because you now have to look up and down to check for stray Strogg on high ledges or lurking in the depths

▲ Buckle up bonehead. You're going for a ride straight to hell!



▲ The shotgun is the work horse of your armoury and will get you out of no end of trouble, especially in those up-close-and-personal moments with Mr Strogg. However, its soon starts to show its limitations over greater distances.

QUAKE 2

DEVELOPER: HAMMERHEAD/ID
PUBLISHER: ACTIVISION
CALL: 01895 456 700
PLAYERS: 1-4
SPECIAL FEATURES: DUAL SHOCK, MOUSE, MULTITAP
OTHER FORMATS: PC, N64

▲ There are some nasty drops into hot, unfriendly lava. Ouch.

▲ Ambush! You have to tread very carefully in the later levels.

◀ Remember, you're the guy with the gun and its best to shop smart when faced with nutters like this 'un. Get your circling skills off pat and introduce ugly to some hollow tipped friends of yours.

▼ Is it a bird? Is it a plane? No it's a flying death monster dropping from the skies and looking to ventilate your head. Quick run for cover, select something pretty damn powerful and cross your fingers.

below. The standard pad involves using the shoulder buttons to look up and down, which is tricky and takes time to sort out – time you don't have when there's a nasty mutant bearing down on you with a machine gun for a fist. Analogue control is better, has the added bonus of Dual Shock and will be the choice for most gamers, especially on the multi-player deathmatches. But if you can afford it, buy a PlayStation mouse. This set-up is ideal for single-player mode as you can use a pad in the left hand for moving backwards and forwards, strafing and changing weapons, with the mouse in the right hand for looking around, jumping and shooting. It works like a dream and is actually a better control system than the keys and mouse used on the PC!

SPIRIT LEVELS

As with the original game, the thing that sets *Quake 2* apart from its peers is the magnificent level design. Each part of the game has been constructed so it's always challenging, inviting exploration – but not too large or unwieldy that you get lost and forget what you're up to. For example in the earlier levels you have to get access to a pyramid which involves a certain amount of dashing between different areas for keys to open doors and switches to de-activate lasers. Never do you find yourself completely stuck – puzzled perhaps – but not utterly fragged off. The levels vary hugely in size, from wide open courtyards with distant views, to claustrophobic tunnels infested with nasty mutants waiting to pounce.

There are tons of hidden weapons and secret rooms that are accessed by blasting away at a false wall, plus laser traps, lifts, areas filled with water, sewers and lava jumps. It's not long before you become immersed in this very frightening world and become utterly addicted, desperate to see what horrors lurk around the next blood-stained corner.

One major difference between this and the PC version is the addition of extra corridors between areas so the PlayStation can load the next level. This can be a bit of a nuisance, as you can find yourself accidentally going backwards and forwards, but it's no more an inconvenience than, say, the loading of levels in the PC game *Half-Life*, and no-one complained then because the game was so good.

SAVING

Saving the game is essential if you want to progress, so a memory card set aside especially for the game is a very good idea. Unlike *Quake 2* on the PC you cannot save when you like at the touch

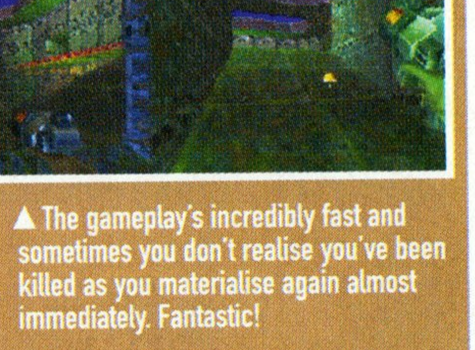
3 MULTI-PLAY MADNESS!

The four-player mode in *Quake 2* is fantastic, especially in the Deathmatch variation. With twelve maps to choose from, there's plenty to keep you and your mates frag-happy for absolutely ages. Tactics are a must to win a Deathmatch and keeping on the move is essential for survival. There's no sitting around picking people off with a missile launcher. Do this and you'll soon be hunted down by your fellow Quakeaphiles. If only a sniper mode had been included...

▲ Looking at your opponents screen to see where they are is a great way of planning an attack.

▲ The gameplay's incredibly fast and sometimes you don't realise you've been killed as you materialise again almost immediately. Fantastic!

▲ After a few games you get to know the maps and where the heavy weaponry is tucked away.



▲ Oops, was that you I just reduced to splatty pâté? Sorry mate, but I really had no choice. Ha ha haaarrr!

▼ One of the most joyous moments of deathly delight is peeking over a ledge and discovering a couple of grunts having a chat below. Now what shall I drop on 'em? A grenade? A rocket? Or perhaps I'll just take my time, save ammo and use the laser pistol.

▲ Hello down there, you're... about... to... die...

▼ The open areas in *Quake 2* are absolutely huge!

NUMBER OF LEVELS: 17+
NUMBER OF WEAPONS: 11
TYPES OF STROGG: 10
NASTIEST BOSS: MAKRON
BEST WEAPON: BFG
WORST WEAPON: LASER BLASTER

► If only you had time to admire glorious explosive deaths like this one. Instead, when the floating nasties are around, you never get a moment's respite from the gore-spattered action. Aces!

▲ Power-ups are hidden all over the place. In wall cavities, behind staircases, down holes, even underwater!

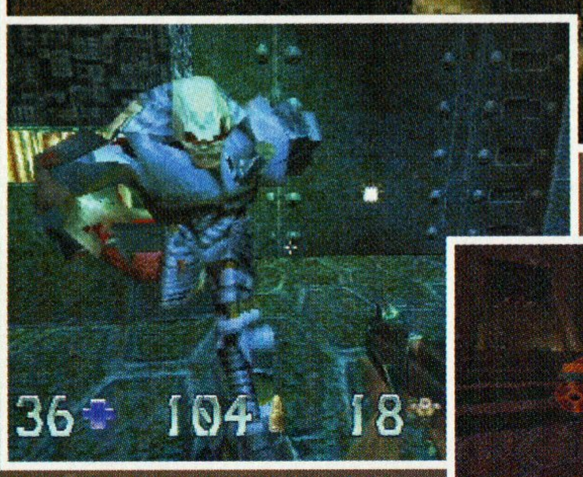
▲ I'm sorry Mr Trooper but Bingo's got a bad case of bionic rabies. We have to put him down. Heh!

▲ The weapon effects are totally amazing, such as the smoke trails left by fired shells and the muzzle flashes.

◄ Corridors like this one serve as load areas for the next level, and also give you a chance to sort yourself out.

4 NASTY PARK!

The Strogg are starting to get rock hard now. A chain gun or grenade launcher would be handy at this point.



▲ You're a Stroggy slaphead, you're a Stroggy slaphead... No, sorry mate, I was talking about him over there...

▼ Oh, what a lovely claw. Just keep it away from me!

of a function key. The game gives you opportunities to save the game after every couple of levels, which actually increases the anxiety and adrenaline when you're nearing the end of an area with low health and ammunition.

TRIGGER HAPPY

Choosing which weapons to use in *Quake 2* is a bit like choosing which fireworks to light next from a cheapo selection box on Guy Fawkes' Night – "Oooh a traffic light, and look! A roman candle and... great! A Catherine wheel!" There's such a great selection of heavy guns that you can almost pick them with an artistic flourish, based on the type of bloody mess you wish to create with the Strogg as your palette.

You start with a pretty useless default laser gun, then move on to bigger toys including a Super Shotgun, Machine Gun, Hyperblaster, Railgun, Rocket Launcher and the infamous BFG – which we can tell you *doesn't* stand for Big Friendly Giant.

Running up to a Strogg and blasting them with a Shotgun at short range may get you through a few early levels, but you'll soon have to learn to creep about a lot more, surprising your enemy by strafing round corners and launching a few well-aimed rockets into darkened doorways.

Ammunition can be quite scarce, so it's a wise warrior who keeps some of the larger weapons fully loaded for the hefty end-of-level bosses. When you do get killed (and you will) the game gives you a handy option of restarting the level with full health and ammunition, but you only get three of these for the entire game, so don't use them all up in the first few outings. Exploration is the best way of finding extra ammo, so if you're struggling to cope with the larger species of Strogg later in the game, get back to an earlier level, and look behind a few pillars or underneath the water – there'll be a bonus or two hiding away somewhere nearby.

MONSTER

The Strogg enemies, like the weapons, start off quite modest then become larger and more powerful. On the first few levels you meet the grunts – stupid and quite easy to polish off with a quick shotgun blast. You soon progress to bigger and more intelligent creatures that have a startling range of hardware that seems to spring from every metal orifice. There are vicious dog-like animals that lick the life out of you with a long sticky tongue, horrific banshees that screech "Traitor" while unleashing a barrage of missiles and spidery robotic monstrosities that will give arachnophobes nightmares.

All of the alien life forms are marvellously realised, with their half-robot, half-humanoid bulks looking more and more disgusting as the game goes on. The animation is superb, so the Strogg often reel back when shot, or fire off a last desperate round of bullets before collapsing and dying – it's gruesome and wonderful at the same time. Combine the weapons, monsters and loud crunching sound effects and the whole game has a solid, gritty feel to it.

FOURSOME

The single-player mode would've been good

5 MR MUSCLE!

Later levels reveal massive, scary, well-armed Stroggs that can take a whole sack full of missiles without keeling over. Yikes! Back to the landing pods boys!

▲ I hate spiders. Especially ones carrying big lasers. Brrr...

▲ Yuk, I don't fancy yours much. This is one ugly piece of work!

▲ The word that springs to mind is... Aaagghh. Closely followed by boohoo!

QUAKE 2

6 GORE-GEOUS!

Quake 2 is violent and has buckets of blood and gore thrown about. If you're squeamish at all, we suggest you stick with *Bugs Bunny: Lost in Time*.

▲ Now you see him... Look, he's right there in front of you, you fool!

▲ ... and now you don't. Is it me or have I trodden in something sticky?

▼ The hyperblaster gives you the edge during the quick fire action, but the ammo is short lived.

◀ Nice doggy, down doggy. Want a bone? No! Not mine!

▼ Some have criticised the game for being too colourful, but we prefer the new technicolour look to the drab browns and reds of the original.

enough on its own for *Quake 2* to have earned a high GamesMaster rating. But there's a fabulous multi-player option too! You can have up to four people in a variety of dangerous arenas, playing games that include both Team-play and Deathmatch modes.

Teamplay involves the four of you pairing off, or having three on one if you like, to see which team gets the most kills or 'frags'. This requires more thought than usual, as you can't go around blasting anything that moves in case you hurt a team-mate.

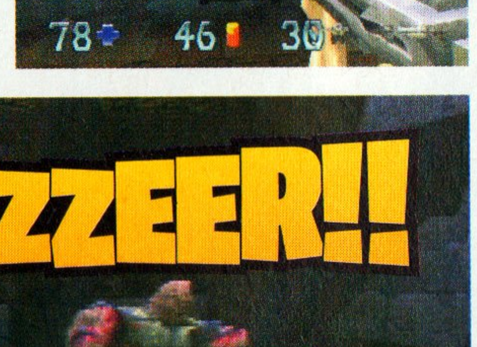
Deathmatch is the people's choice and involves everyone trying to frag each other as many times as possible in the time allotted. It's hilarious and causes much shouting and cursing from all the participants. How on earth Hammerhead have managed to cram in a multi-player version without any noticeable slow-down is amazing – it shouldn't have been possible on the PlayStation but the miracle has happened, and you don't need a modem.

HEAVENLY

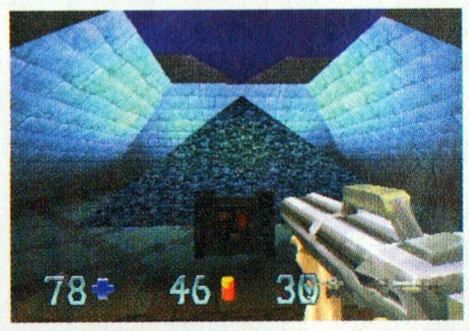
Has *Quake 2* any faults? Well, the loading in-between levels is a slight irritation, but it's a wonder that the PlayStation can handle the massive levels and wide variety of Strogg. The music is a definite downside, with a raucous American style of 'rawk', that involves screeching guitar solos and heavy drums, but you do have the option to turn it off. However, this is just being picky.

Quake 2 is simply one of the best games ever for the PlayStation. The graphics are fantastic, the levels are massive, the weaponry is enormous and the sounds are atmospheric and frightening. As well as the single-player game, the multi-player option is great fun with a bunch of your mates and a tremendous bonus.

PlayStation2 might be round the corner but if publishers keep releasing games of this quality, there really isn't any point in upgrading to a next-gen console for quite some time. Hammerhead and Id have done themselves proud with this conversion which in many ways outshines the PC and N64 incarnations. *Quake 2* is violently magnificent. Buy this game and you will not be disappointed with its superlative excellence.



▲ Selecting the right weapon is essential.

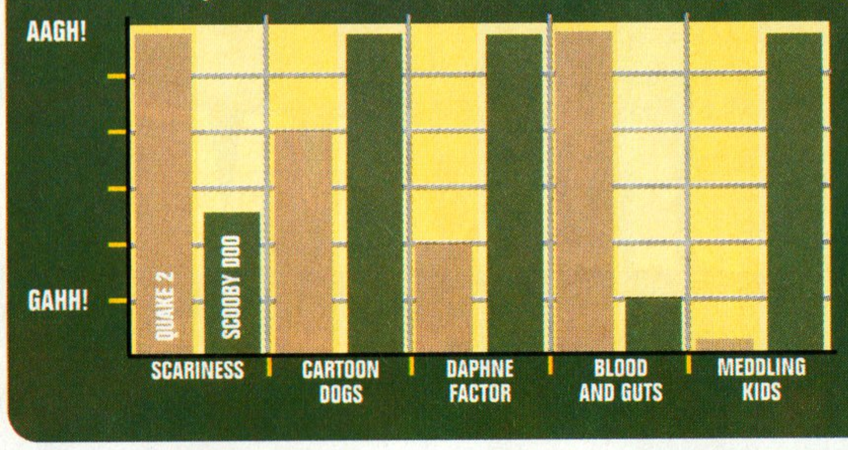


▲ Hang on, what are the Mitchell brothers doing here? Oi Grant, sort it out!

◀ The larger Strogg tower above you. Here we're a bit TOO close for comfort.

SPOOKY-DOOBE-DOO...

How does *Quake 2* compare to the creepy kid's cartoon show Scooby Doo? Let's have a squint at the ghoul-o-graph.



> "THE STROGG ARE A WONDERFULLY RENDERED BUNCH OF MUTANTS WITH GIGANTIC CLAWS FUSED ONTO THEIR SCARRED FLESH."

JUDGEMENT

PRESENTATION

Stunning. Some of the best graphics you will ever see on the PlayStation bar none.

GAMEPLAY

Will take time to get used to the controls, but once mastered say goodbye to the outside world.

LIFESPAN

With tons of levels and a whole range of multi-player options, you'll be at this for months.

THE BEST BIT

Entering a room full of Strogg and sending them to, well, a different hell from the one in the game.

THE WORST BIT

Loading between different areas. Come on, hurry up, I've got an itchy trigger finger...

Hammerhead should be knighted for what they've achieved on the PlayStation. An addictive, violent, macabre masterpiece.

96%

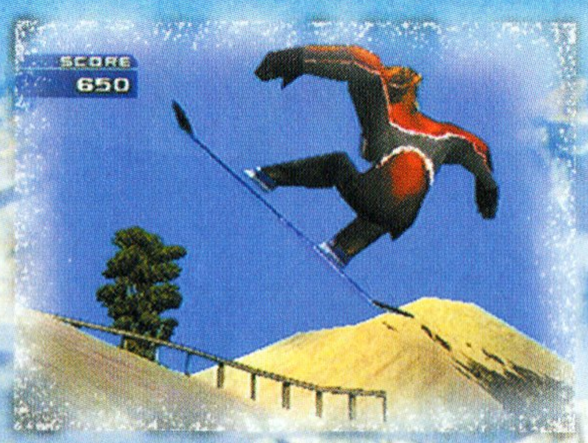
If you like this...
There's the ageing *Doom* or *Duke Nukem* for more first-person shooting, but they don't come close.

CHILLINGLY FAST...

MTV Sports: Snowboarding™ sets new standards by providing bigger air, more expansive terrain and more death-defying radical stunts and combos than any other snowboarding game on the PlayStation.

Features:

- Exclusive 'Create-a-Park' feature – build and save your own run and challenge your friends.
- Hundreds of aerial and trick combos, from 'Reverse 1080s' and 'Backside Rodeos' to 'Fakie Boardslides' and 'Frontside Tailgrabs'.
- Five different World Class events, including Half Pipe, Mountain X (downhill), Slope Style and Big Air.



MUSIC TELEVISION®

SPORTS

FEATURING MUSIC BY
BLINK182 MINISTRY FEARFACTORY H20
FACETOFACE VOODOOGLOWSKULLS
PULLEY LAGWAGON
TENFOOTPOLE JOI

SNOWBOARDING

26 NOVEMBER 99

MTV Sports: Snowboarding - Game and Software © 1999 Radical Entertainment, Ltd. "MTV Sports" names, trademarks, and logos and all related titles and logos are trademarks of MTV Networks, a division of Viacom International Inc. "MTV: Music Television" name, trademark and logo and all related titles and logos are trademarks of MTV Networks, a division of Viacom International Inc. Snowboarding is a trademark of THQ Inc. Game and Software exclusively licensed and published by THQ Inc. MTV Sports exclusively licensed to THQ Inc. The THQ logo and THQ are trademarks of THQ Inc. All other trademarks and logos are property of their respective owners. All rights reserved.

SERIOUSLY COOL!

PlayStation

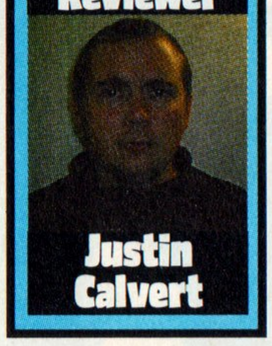
radical entertainment

THQ

www.thq.co.uk

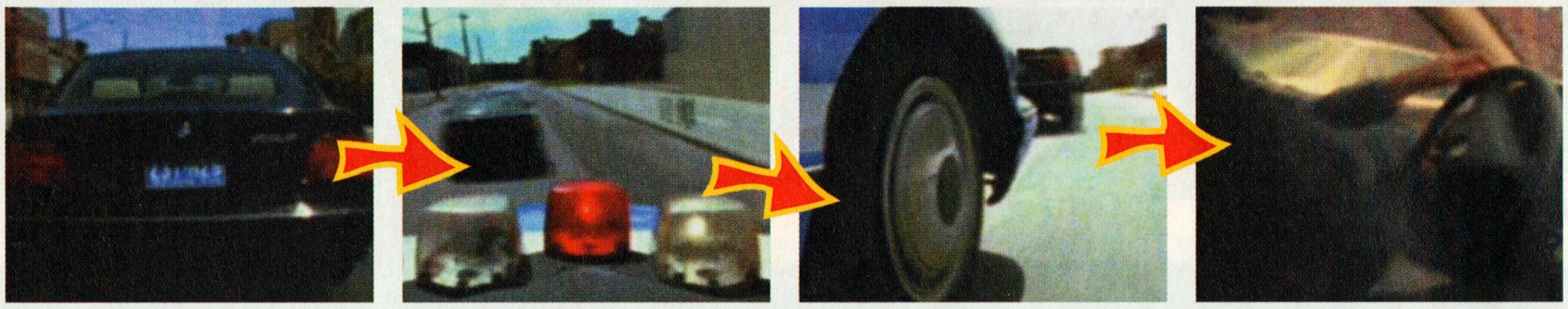
PlayStation

Reviewer



Justin Calvert

The best things in life are free, carry an 18 certificate, and are generally illegal – and here's the proof... Buckle up buddy, it's a God damned crime wave!



GRAND THEFT AUTO 2

Imagine, if you will, a game that offers you complete freedom of movement around an entire city – a game with very few rules and a gameplay model that subscribes to the chaos theory, offering every player a different criminal experience.

The game is *GTA2*, and your only mission, should you choose to accept it, is to make ridiculous amounts of money through criminal activity (as detailed as *GTA2* is, there's no option to make your fortune by claiming benefits or through legitimate employment). That's it, the rest is up to you.

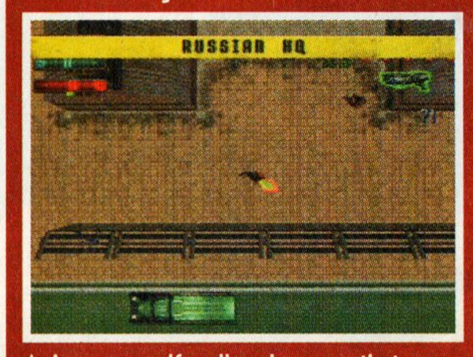
JOBS

The city is split up into three distinct areas that serve as levels, downtown, residential and industrial and, as you'll soon learn, each of these are inhabited by a number of warring gangs. It's entirely possible for you to complete each level (achieved by gaining a certain amount of money) without having much to do with the gangs but the quickest, and most potentially hazardous to your health, is to run errands for them. If you really wanted to you could make your money by picking up fares in a stolen taxi, but then where's the fun in that?

Before any of the street gangs will 'employ' you you'll need to get yourself noticed and this is best achieved by killing members of rival gangs or delivering stolen vehicles to the gang you're looking to gain favour with. Once you've attracted the right sort of attention you'll be offered jobs via colour coded pay-phones scattered throughout their turf. The colour corresponds to the level of respect the gang must have for you before they'll offer you a particular job, and the phones can easily be located by following the arrows that appear when you're in the vicinity. Initially you'll be offered green jobs, which require a low level of respect, offer little in the way of a reward but are generally very easy.

1 GAINING RESPECT!

To befriend a gang you generally have to make their enemies your enemies. How do you do that? Simple...

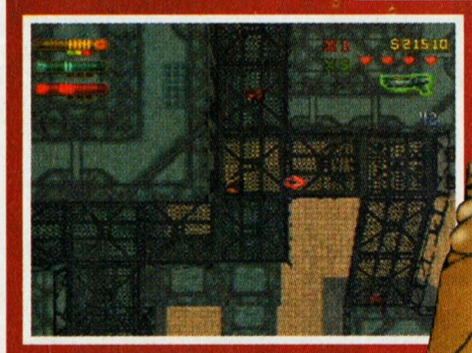


▲ Arm yourself well and ensure that your health is at maximum before going in.

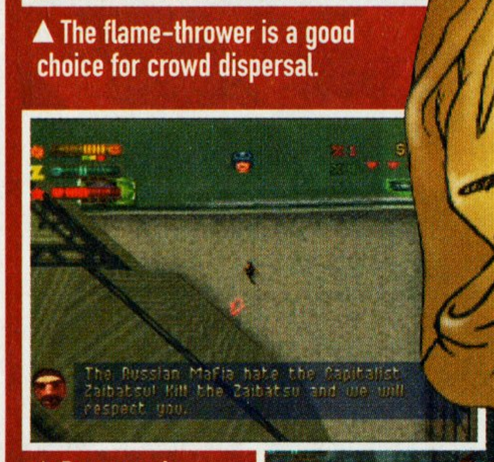
▲ Locate an enemy HQ and start picking members off at random to gain respect.

▲ Pretty soon they'll start fighting back though, so have an escape route planned.

► The more you kill, the more a rival gang will like you and wish to employ your services.



▲ The flame-thrower is a good choice for crowd dispersal.



▲ Bossman is happy. You won't be out of work for long.

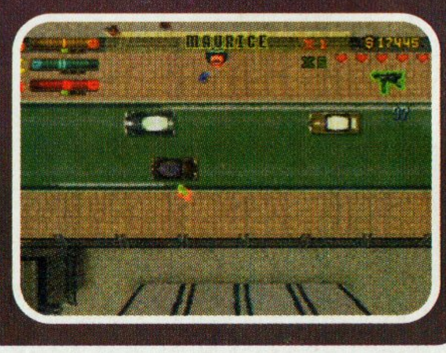
► Think twice about returning to the enemy HQ though.

STEALING A CAR!

Whatever your chosen occupation, it's inevitable that you'll spend much of your time stealing vehicles. It's not your fault – you just need to get around the city like everybody else – and why pay for a cab when car theft is so easy?

▲ Slow down your target. Most cars will stop rather than run you over – most.

▼ One button press later and you're in – unless the driver fights back.

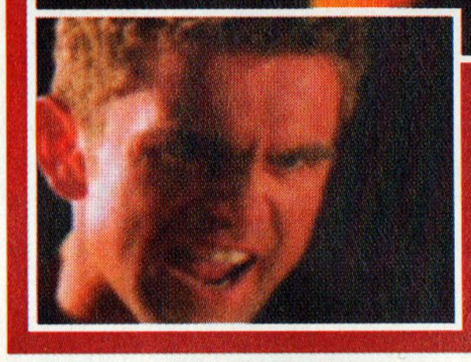


GAMING MASTERPIECE!

DEVELOPER: DMA DESIGN
PUBLISHER: ROCKSTAR GAMES
CALL: 01753 854 444
PLAYERS: 1
SPECIAL FEATURES: DUAL SHOCK
OTHER FORMATS: NONE

3 GTA2: THE MOVIE

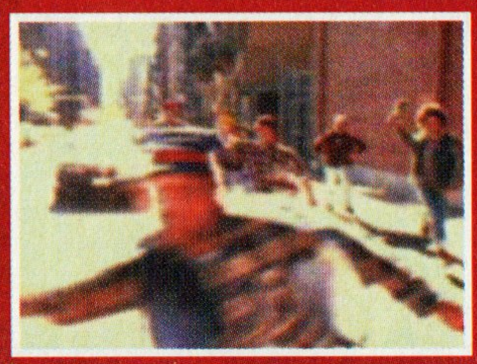
First shown at this year's E3 show in Los Angeles, the *GTA2* promotional movie was shot on location in New York and features many events that you can re-enact in the game.

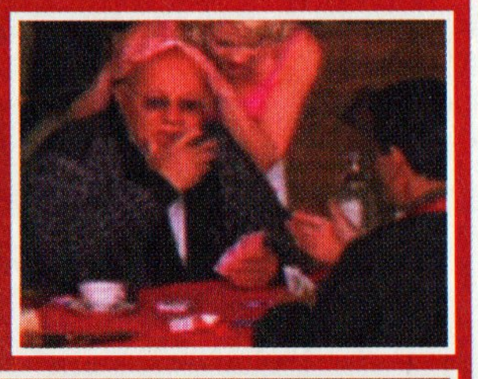


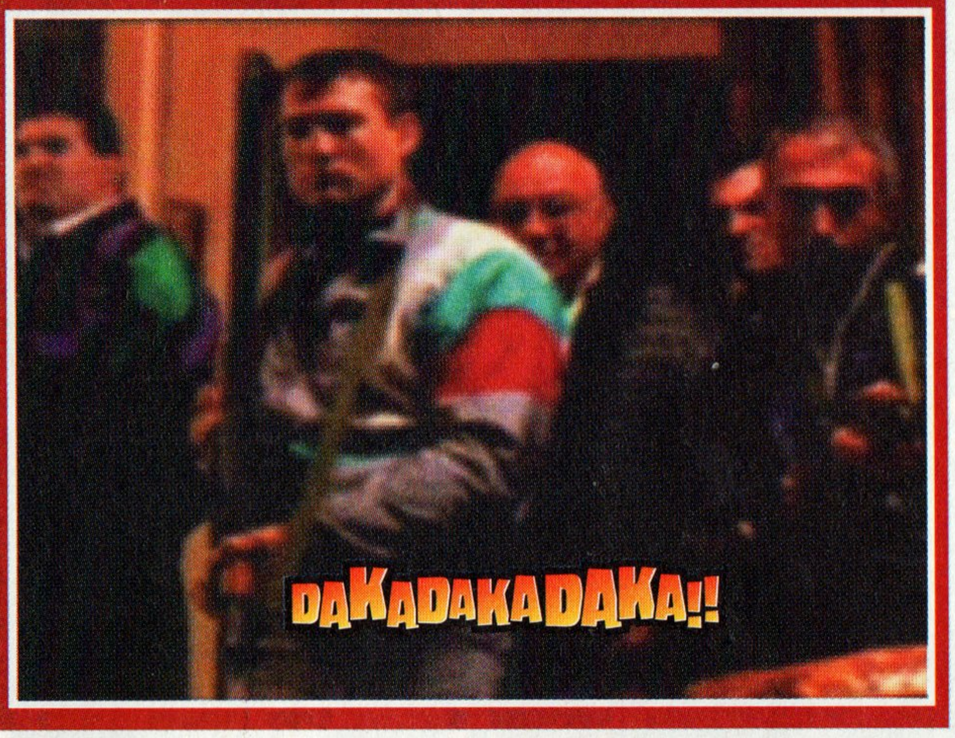
▲ Krishna beating is just one of your optional pastimes in the world of *GTA2*.

◄ Many of these clips have been censored from in the game's intro.

► Making dangerous enemies in the big city is a lot easier than making friends. We don't recommend it though.

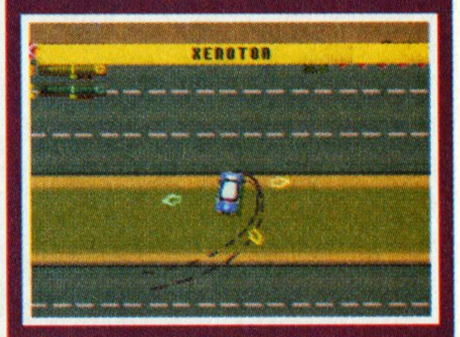




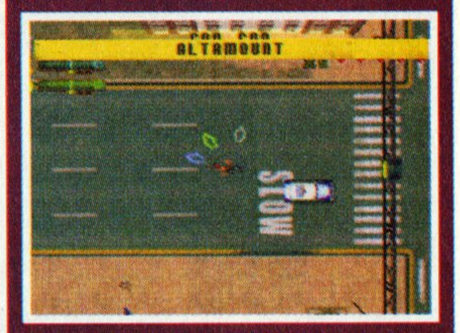


4 WHERE?

When playing the game your character or vehicle will be surrounded by arrows at all times. These point to pay phones and mission objectives for each of the different gangs in the city.



▲ Three gangs to choose from – make your ruddy mind up!



▲ The cops throw you to the Tarmac. Time to find some friendly turf.

Complete those successfully and you'll eventually progress through yellow jobs to the highly dangerous red ones. These missions are only entrusted to people who have earned a great deal of respect from a gang, and often require you to take charge of a group of gang members. By this time your relationship with the gang you're working for will have been noticed by enemy gangs, meaning they'll attack you if you go near their turf.

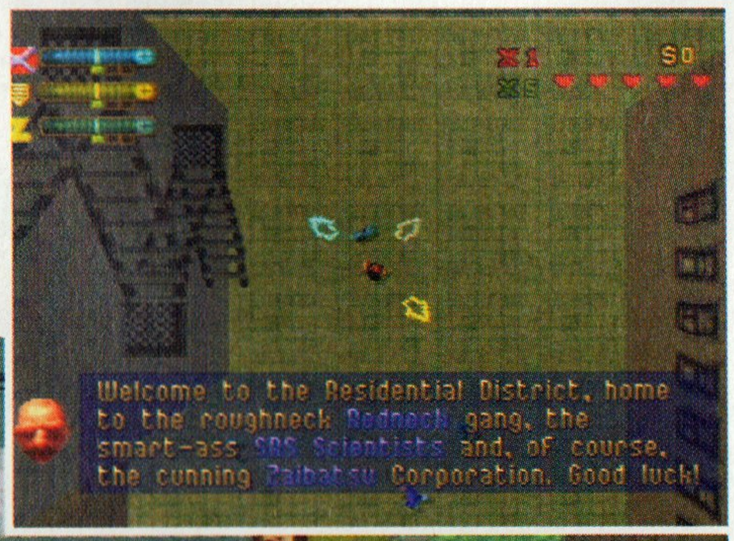
To get the most from *GTA2* you'll need to play the gangs off against each other, that way you can do jobs for all of them, none of them will be looking to kill you, and you'll have plenty of money coming in. The downside of this tactic is that when your activities are noticed by the local law enforcement there won't be anybody willing to put their necks on the line to help you out. One of the neatest touches in *GTA2* is the way in which gang members behave depending upon your standing with their gang, if you're respected enough they'll even go after any cops that are hassling you once you're on their turf.

The cops incidentally, are vastly more intelligent than before, and, if you're bad enough, can even call upon the army to assist.

VIEW TO A KILL

The retaining of the original overhead viewpoint for *Grand Theft Auto 2* came as something of a surprise to many people when it was announced, particularly with the arrival of 3D competition in the form of *Driver*. After playing *GTA2* for a while it becomes obvious why this decision was taken though, the game itself was inspired by police chase videos and at the end of the day, if you're being chased what's going on behind you is just as important as what's in front of you. The overhead view not only affords you a great perspective of the sprawling city, but ensures that you are fully aware of your surroundings at all times – an important consideration given how unpopular you're going to be when you start stealing cars and gunning pedestrians down indiscriminately. The graphics have been improved greatly since *Grand Theft Auto* and although the game is still entirely sprite-based the screenshots really don't

► Choose your allegiance – you can always change it later.

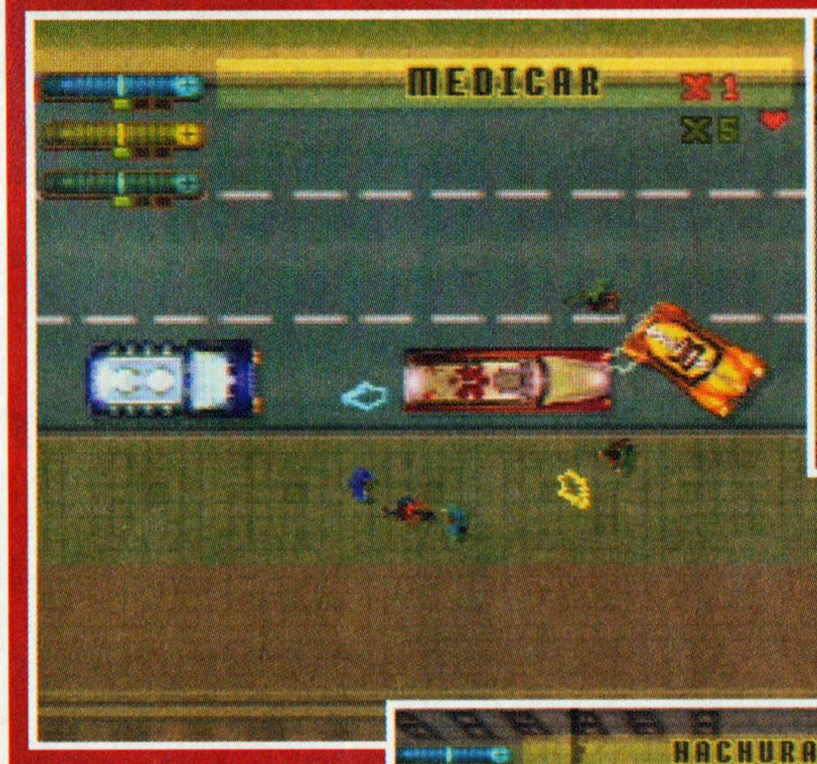

Welcome to the Residential District, home to the roughneck Redneck gang, the smart-ass SRS Scientists and, of course, the cunning Paibatsu Corporation. Good luck!

▼ Ambulances come complete with sirens for traffic clearing.

▼ To get an ambulance, first you need to attract one to the area with plenty of casualties.

5 ONE CAREFUL OWNER!

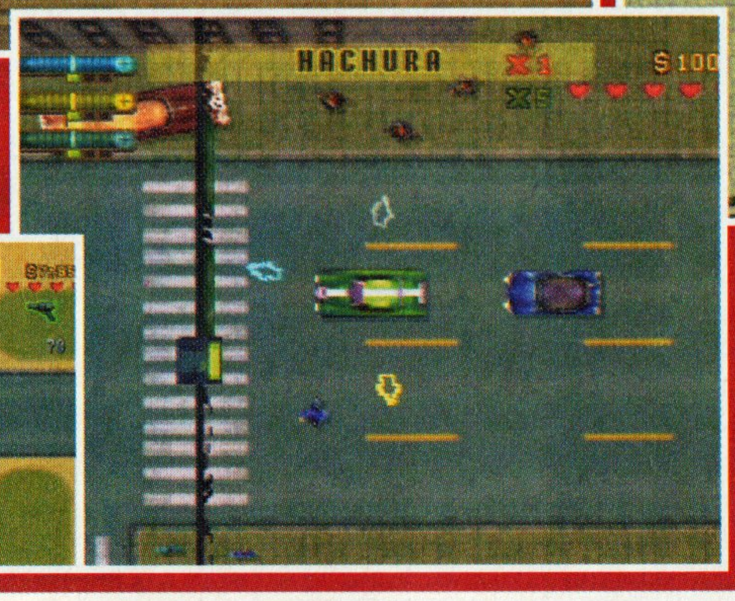
With so many vehicles to choose from, knowing which set of wheels is the right one for you can be difficult. Try them all or take a quick look at a selection hand picked by us.



▲ Reasonably quick and with it's own siren. The Medicar is the professional's choice for missions requiring speed.

▲ The Limo. Great for posing and setting up your own roadblocks.

▲ The Fire engine comes with a directional water cannon. Ideal for clearing cops and crowds.



◄ A nippy little model, not vastly superior to many others – but check out that paint job!

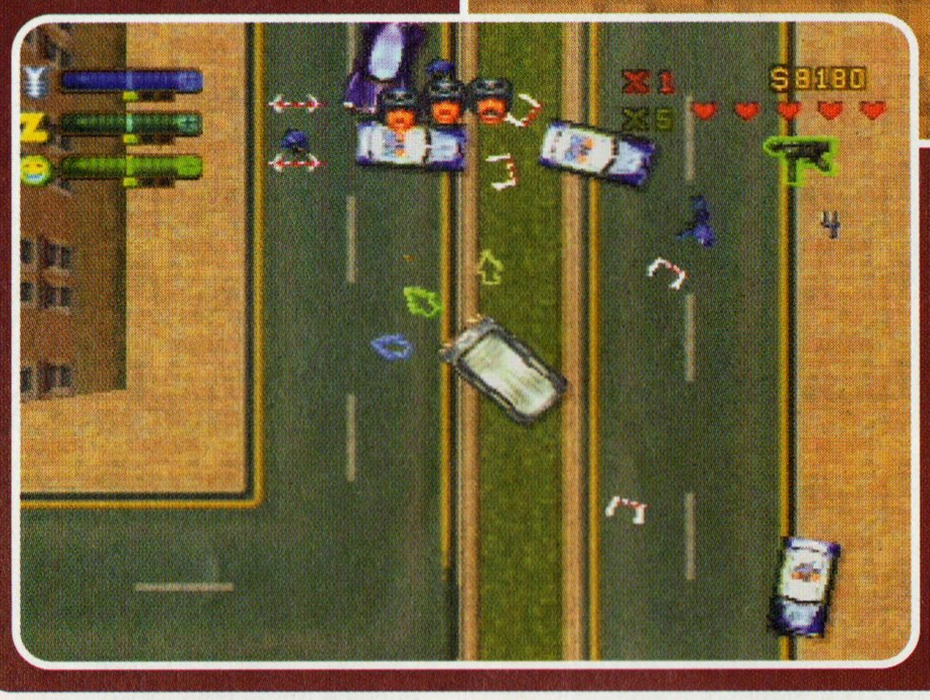
VEHICLES: 100+
MISSIONS: 20+ PER AREA
LEVELS OF POLICE: 4
MAJOR GANGS: 3 PER CITY
ILLEGAL ACTS: TOO MANY TO COUNT
MULTI-PLAYER OPTION: NONE

6 POLICE, CAMERA, ACTION!

Much more intelligent than the cops in *GTA*, the law enforcement community of *GTA2* will stop at nothing to get their man. On later levels they can even employ the services of the army to assist by evacuating the city and turning it into a war zone effectively.

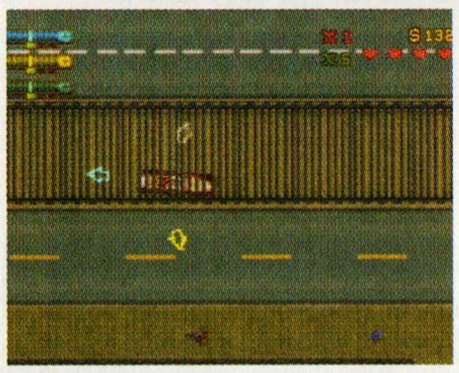
▲ Roadblocks can cause problems if traffic's blocking the way past them.

► If all else fails, they'll think nothing of bringing you in Dirty Harry style.



◄Smashing through is an option, but be ready to take plenty of damage.

▼Out numbered four-to-one you put up a brave fight, but your capture is inevitable.



do it justice. *GTA2* is now as smooth as it is politically incorrect, and the use of sprites means that there's no limit to how many vehicles appear on screen.

GRANDISMO

GTA2 is also one of the only games that rivals *Gran Turismo* in terms of the number of vehicles available to you, albeit via slightly less respectable means of acquisition. There are loads of them, and every single one has slightly different handling traits. For a price – if you've found yourself in possession of a car that you rather like, which will happen – you can have your vehicle's plates changed or even give it a fresh coat of paint, making it yours for keeps. At this point you also have the option of fitting a few Bond style extras including oil slicks and bonnet mounted machine guns. These aren't necessary to complete most of the missions, but like a lot of the new features in *GTA2* they haven't been added through necessity – just because one of the masterminds behind the game thought it might be fun. There are even a few vehicles in the game that come equipped with extras as standard, including a fire engine complete with high power hose which can be fired at pedestrians!

CONTROL

If you've not played either of the previous *GTA* games you might find the control system a little strange initially. Basically the fairly conventional control system for the handling of vehicles is also used when you're on foot, effectively meaning that you walk with an accelerator and a reverse button. It definitely requires a bit of practice so it's worth taking a stroll around the city before you start causing too much havoc and making too many enemies. You're also not the only criminal in the city, so while you're taking a breather, or maybe indulging in a spot Krishna killing/car crushing, other muggers, murderers and car thieves are going about their daily business. This occasionally places you in the role of the victim for a change with one of the many potential great gaming moments coming when you've just been mugged. Simply pull your gun and to pop a cap into the back of your

7 BONUSES!

There are plenty of bonuses to be had, many of which you'll trigger without realising what you've done...

▲ The Insane Stunt bonus. One of the easier bonuses to earn if you know how.

▲ Find a ramp and keep your vehicle in the air for more than three seconds.

▲ Causing explosions is a guaranteed way to attract police attention.

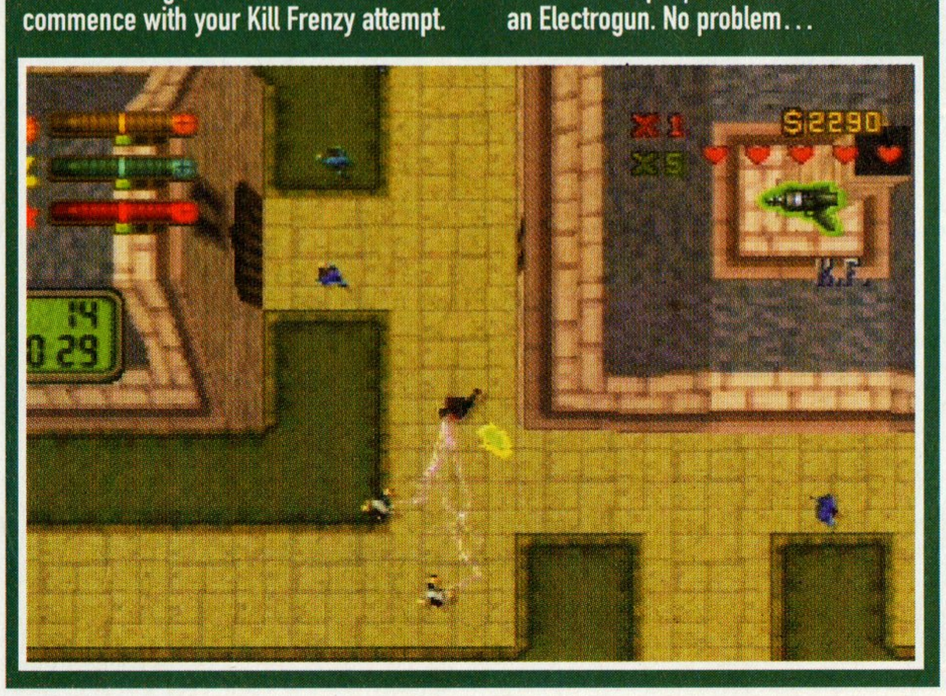
▼ Mirror, signal, manoeuvre... Maim, murder, make good your escape.

8 KILL FRENZY!

Kill Frenzy bonuses can be found scattered throughout the city and provide points if you're able to take out a number of targets, with a certain weapon, in a specified time limit...

▲ Collect the green kill token to commence with your Kill Frenzy attempt.

▲ Murder 20 people in 60 seconds with an Electrogun. No problem...



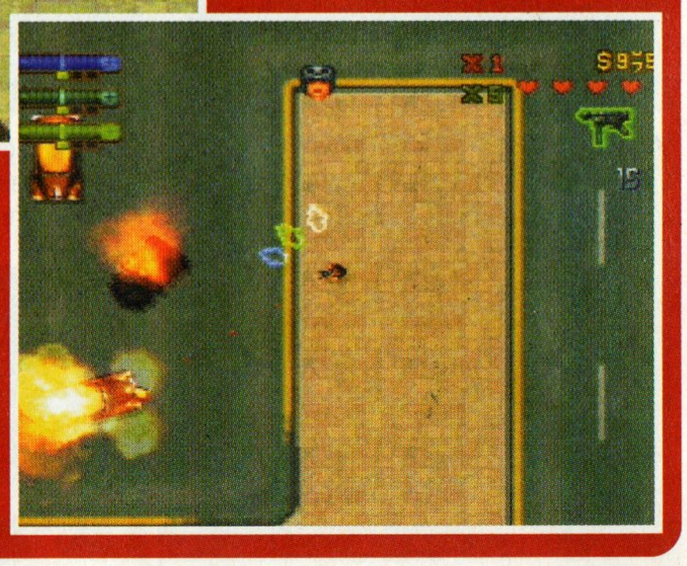
9 ATTENTION SEEKING!

Large explosions are by far the easiest way to attract attention, and make money in the process. Rocket launchers are rare so you might have to make do with a pile-up.

▲ Three-in-one, including two police cars. Expect respect and notoriety aplenty after that little incident.

▲ Keep your distance if you don't want to finish the level in a plastic body-bag or an ambulance.

► It takes a little longer, but even a puny machine gun will get the job done in the end.

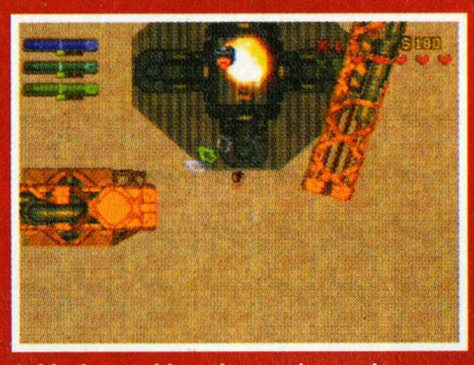


MOTORBIKES: NONE
SAVE POINTS: 1 PER MAP
LEVELS OF RESPECT: 3
AREAS OF CITY: 3
BONUS LEVELS: 9
VIOLENCE: LOTS AND LOTS

10 THE CRUSHER!

Weapons are no longer found just lying around the city, you can steal them from the bodies of victims or, if you're an eco-friendly sort of guy, you can recycle cars into every weapon imaginable using one of the many crushers.

▲ Leave your unwanted vehicle under the crane and it gets picked up.



▲ It's dropped into the crusher and condensed down to the size of a large TV.

▲ The scrap is then moved onto a conveyor before entering the recycler.

▲ And then emerging as weaponry, loaded and ready to use. Couldn't be easier.

attackers' head as he runs away. *GTA2* is full of moments like this – the first time you evade the police, finding your first tank, firebombing your first police car... these are events that rank alongside your first day at school in the grand scheme of things, you'll never forget them.

SOUNDS GOOD

What *GTA2* lacks in eye candy it more than makes up for in ear, er... candy. As a pedestrian you're treated to the sounds of what is in effect a living, breathing city, complete with car horns, sirens and occasional insults from passers by. Pull a driver from his car and speed off in it though, and *GTA2*'s soundtrack comes into its own. You're treated to one of a handful of different radio broadcasts complete with cheesy DJs and amusing advertisements for products such as the Lad Rover, the 4X4 with superior pulling power. The radio station idea is another feature retained from the original game, but to this day it remains one of the most innovative and entertaining uses of sound in a videogame ever.

THE BEST YET

Grand Theft Auto 2 is the game that shows *Driver* up for what it really was, a linear and somewhat limited *GTA* wannabe with plenty of glorious visuals but very little substance comparatively.

The freedom that *GTA2* affords you means that to even discuss a learning curve, or the longevity of the game is pointless. You take on the harder missions as and when you feel ready, and if you don't succeed you can attempt them again later or just not bother at all. When you've earned enough money to progress to the next area, you don't have to – maybe there's still plenty of fun to be had where you're at, so why not stick around for a little while longer? It's unfortunate that the 18 certificate will leave a lot of our younger gamers wanting, but it's a tribute to those behind *Grand Theft Auto 2* that they weren't willing to compromise their anarchic, car crime vision just to increase the number of potential buyers. For the rest of us though we can look forward to some of the dirtiest, high-speed gameplay ever served up on the Playstation. Now if only all games were made of the same stuff as this...

▼ The cops are after you! Steal a car or run for cover? The eternal question...

11 OPTIONAL EXTRAS!

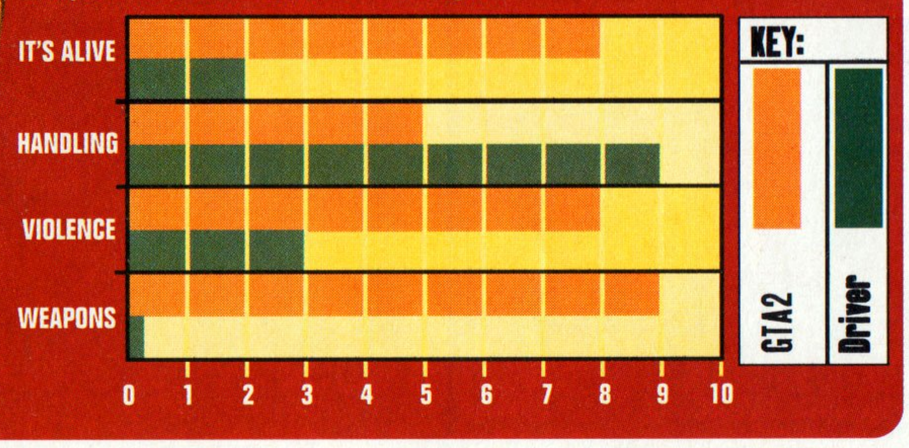
A great new feature in *GTA2* is the ability to customise your vehicle James Bond style. Gadgets include mines, oil slicks and front-mounted machine guns. Alternatively, you might opt for a cop confusing change of colour and swap of license plates.

▲ The cops are on your tail and you're bored of blue anyway – why not pay a visit to the paint shop?

◄ Seconds later you'll think you're in a new car – more importantly, so will the Cannonball Run style cops.

DRiVE ME CRAZY...

Rockstar's *GTA2* takes on GT's *Driver* in our scientifically disproved bar chart test thing...



"AT TIMES YOU'RE THE VICTIM, SO SIMPLY PULL YOUR GUN AND POP A CAP INTO THE BACK OF YOUR ATTACKER'S HEAD AS HE RUNS AWAY."

JUDGEMENT

PRESENTATION

Stylish intro sequence, great gameplay and music. A desirable piece of software indeed.

GAMEPLAY

A great, big, fat dollop of it. Easy to pick up, but harder to put down than a family pet.

LIFESPAN

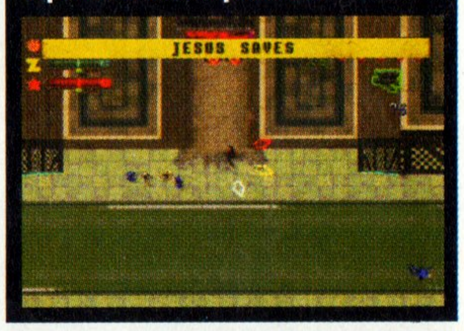
Not a game you'll be in a hurry to complete, and even if you are it'll still last ages.

THE BEST BIT

The fact that you can do whatever you want, whenever you want. Play according to your mood.

THE WORST BIT

Having to fork out $50 000 to save your game, making 'quick goes' expensive and impractical.



A rare triumph of gameplay over polygon counts and B-list celebrity endorsements. A must buy for anyone old enough to drink beer.

90%

If you like this...
You might like the 3D world of *Driver*, however there's really nothing else quite like *GTA2*.

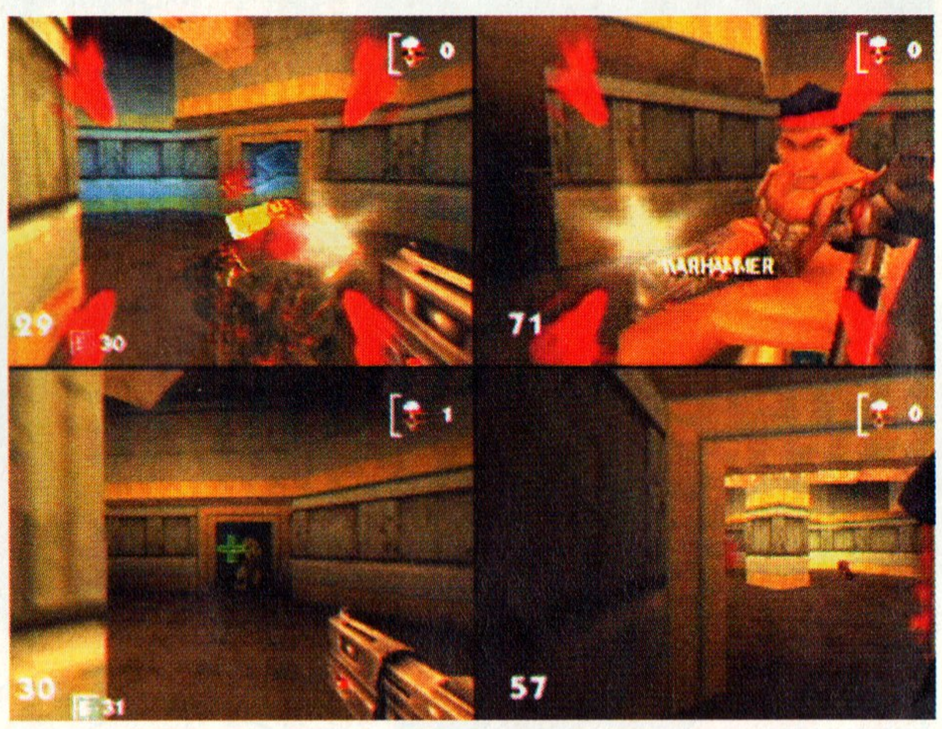
DATA ▶ FORMAT REVIEWED: NINTENDO 64 PRICE: TBC OUT: NOW

it's a time of war. A time to shun peaceful ways. A time to shoot your mate in the back of the head and giggle with glee as you leave then raging in a puddle of their own goo.

TUROK RAGE WARS

As anyone with friends knows, the company of others is one of life's simple pleasures. Sharing a bucket of popcorn at the cinema. Peddling a tandem through a park. Romping hand in hand through a flower filled meadow.

Some things are simply more fun with someone else. Like football. And tennis. I could go on. So after producing the excellent *Turok* (single-player game), *Turok 2* (single-player and multi-player games) comes not *Turok 3* but *Turok Rage Wars* (a multi-player game with a single-player mock 'multi' mode too). Like that yuletide drum of Quality Street, *Rage Wars* was made for sharing.



EYE PLEASER

Graphically *RW* is unchanged from *T2*. Similarly all your 'favourites' from the *Turok* games (Turok, Adon, Lizard bloke with single red eye, etc) are on board, alongside a whole new cast of duellers itching to taste your buckshot. The differences come with *Rage Wars* replacing the familiar trek from beginning to end with a series of deathmatch arenas. Yup, this is the N64's answer to *Unreal Tournament*. Result!

The idea is that you and up to four mates plug in a pad, choose a character and arena and slug it out in split-screen combat – first person to ten frags (deathmatching parlance for kills) is the winner. And so on.

But surely such antics were possible with *Turok 2* (and *Goldeneye* for that matter)? *Rage Wars* also chucks in a solo multi-player game, a curious but compelling mode of play that pitches you in combat against game-controlled rather than mate-based opponents. Up to four fighters can slug it

1 THOSE ABOUT TUROK!

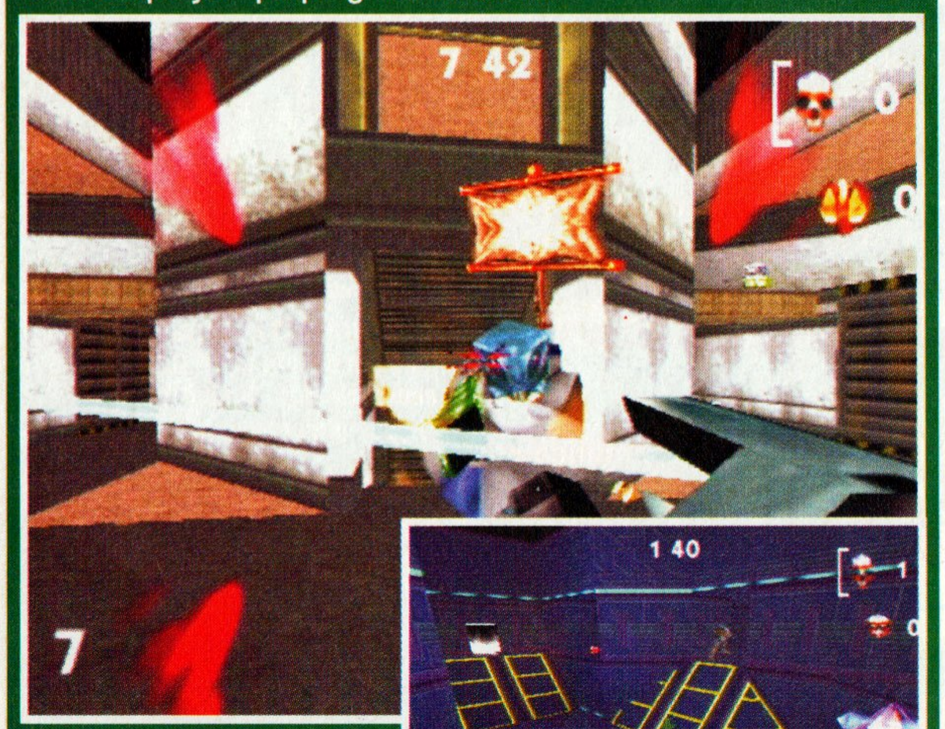
The real thrill of *Rage Wars* has to be the multi-player deathmatch. Now any combination of one, two, three or four human players can enjoy a blood thirsty frag-fest!

▲ Four human players really is Rage Wars at it's best, with some ace arenas on offer.

▲ With two-players the game takes control of the other two opponents!

2 TEAM TOURNAMENTS!

There's ace capture the flag games in there too, where you and a team mate must capture the enemies flag and return it to your base to win. A helpful green arrow above your mate's head stops you pulping him in error.



▲ He's got the flag! Quick bag the slimeball before he gets to base!

► Some of the arenas are brilliantly designed leading to en-masse fragging sessions.

▲ Here two-players encounter a game 'bot. Quick get the AI scum!

▲ Playing split-screen with a mate is great fun. And you can play against each other or co-operatively as a team against the AI-controlled opponents. Shame that there's never more than four players on the go at once though. Ho hum.

FREE POSTER

Get a dino to lick the back and slap it on a vertical surface.

CUT IT OUT AND SLAP IT UP!

Games Master

TWO MODES OF FUN

Rage Wars' lead over its Turok 2 predecessor involves its single player Deathmatch mode. It's like you're playing against four human opponents! Mind you, you still can't beat the real thing.

TUROK
RAGE WARS

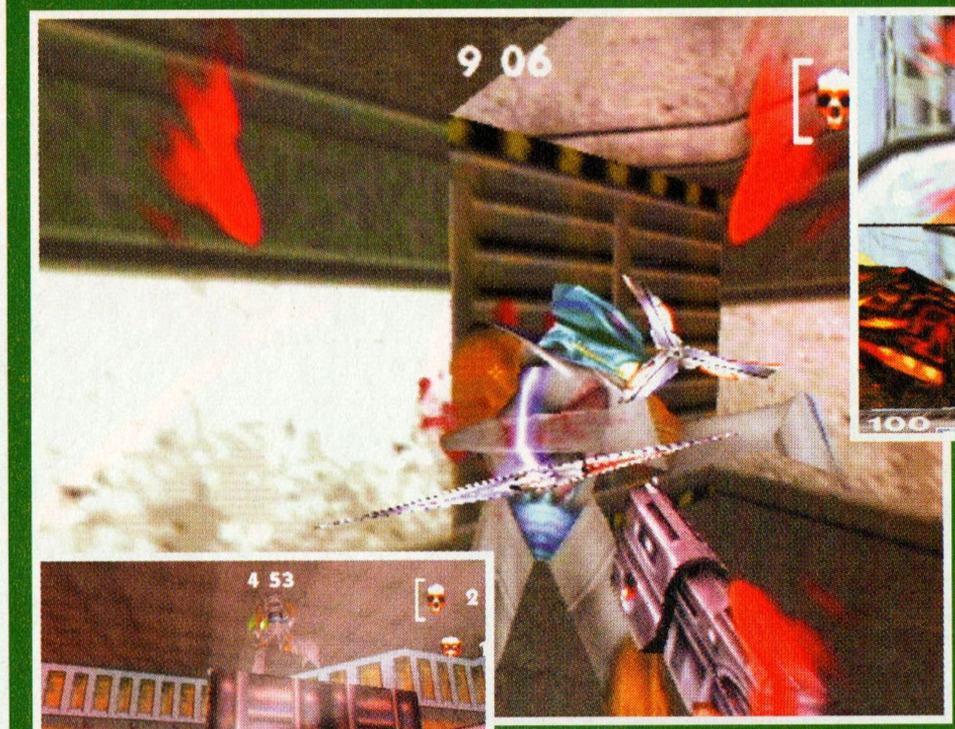
DEVELOPER: IGUANA
PUBLISHER: ACCLAIM

CALL: 0171 344 5000
PLAYERS: 1-4

SPECIAL FEATURES: RUMBLE, EXPANSION PAKS
OTHER FORMATS: NONE

3 GUNNING FOR YOU!

Now you choose your favourite weapons before going into battle with ammo for each scattered around. There's plenty of new hardware on offer along with the old favourites.



▲ The Freeze gun stops your assailant, allowing you to finish him off. While the emaciator (below) withers away foes!

▲ The Boomerang is a barmy weapon. Fatally accurate but slow to return.

◀ The Scorpion is a mighty rocket launcher. Don't get caught in the blast!

out at once and they can be made up of any combination of auto or actual players. So now even sad old Billy No Mates can enjoy the thrills of the multi-player experience.

Choose a character and complete a series of multi-player arena challenges in order to continue, such as frag three opponents, or frag seven opponents with four lives, etc. Occasionally your path through the game branches, allowing you to choose your next challenge. And some missions involve the pulping of a boss character too, just to keep things moving along nicely. So, given that we all know how much fun multi-player *Turok* is (ie, not quite as good as multi-player *Goldeneye*, but jolly good nonetheless) and that the experience is basically unchanged here, the real question is just how convincing are those new AI-controlled opponents? The answer is, 'not very'.

INTELLIGENCE

In *Turok* and *Turok 2* your enemies padded about in a convincing fashion, the movement of feet and limbs matching their progress along the ground, for example. Not so *Rage Wars*. The two-legged *Quake*-style opponents pedal air as they slide sideways towards you. Similarly they have a passion for head-charging walls, rattling their way blindly through doorways and appearing entirely foxed by the game's many ramps and jumps. And where real human opponents are tenacious swines, *Rage Wars*' AI players are easily distracted, often engaging in pathetically inept fights among themselves while you're left to watch. They're a brave bunch though, never *ever* running for cover and engaging you in combat even when they've only got the (totally crap) Warhammer to wield stupidly at you. Oh dear...

We suppose they're not *totally* ridiculous but those who mocked the AI of *Unreal Tournament*'s 'bots for being recognisably virtual, will soil themselves laughing at these fellas. No, by far the more satisfactory way to play *Rage Wars* is in the company of fellow battlers. The new arenas (of which there are 40) and weapons (check out the ace Emaciator and Inflator) inject *just* enough new stuff to warrant the game's existence. BUT AFTER ALL THAT as a multi-player game *Rage Wars* still can't compete with the likes of *Quake 2* or even the crumbly old *Goldeneye* for multi-player thrills. So, a better multi-player *Turok* with a pleasant but imperfect virtual deathmatch for loners. Not exactly 'Rage Bores' but certainly not 'Rage Phwoars' either.

▲ Boss man Bastille gets a head full of lead and drops his jam sandwich.

▲ A Scorpion at this range? Hmm, that ought do it. And then some.

"RAGE WARS REPLACES THE USUAL LEVEL TREK WITH A SERIES OF ARENAS. YUP, THIS IS THE N64'S ANSWER TO UNREAL TOURNAMENT. RESULT!"

JUDGEMENT

PRESENTATION

Some very cool and very slick menus but a rather drab and samey in-game interiors.

GAMEPLAY

Deathmatching is great fun. Shame the one-player game isn't as realistic as it could have been.

LIFESPAN

As with all multi-player games lifespan is almost infinite! The one-player game is no slouch either.

THE BEST BIT

Finding ammo for your biggest and best weapon then discharging it into an opponent's head. Niiiice.

THE WORST BIT

Watching the AI bots having stupid hammer fights with each other instead of engaging YOU in combat.

A fun but flawed single-player game with a much improved deathmatch experience that's still bested by *Quake 2* and *Goldeneye*.

80%

If you like this...

Check out N64's *Quake 2* and *Goldeneye* or have a squint at the PC's *Unreal Tournament*.

4 MONKEY TENNIS!

Well, not tennis as such but 'tag'. These games involve 'being' a defenceless monkey, forcing you to find the de-monkeyfy-ing exit, thus returning yourself to tooled-up normality and inflicting monkey doom on another player. Blast the monkey three times to win!

▲ Kill the monkey, kill the monkey! Beware though, you could become the monkey and have everyone chasing YOU!

◀ In other levels you get to get the gekko or even choke the chicken. No defenceless animal is safe. Heh.

4 BOSS HOG!

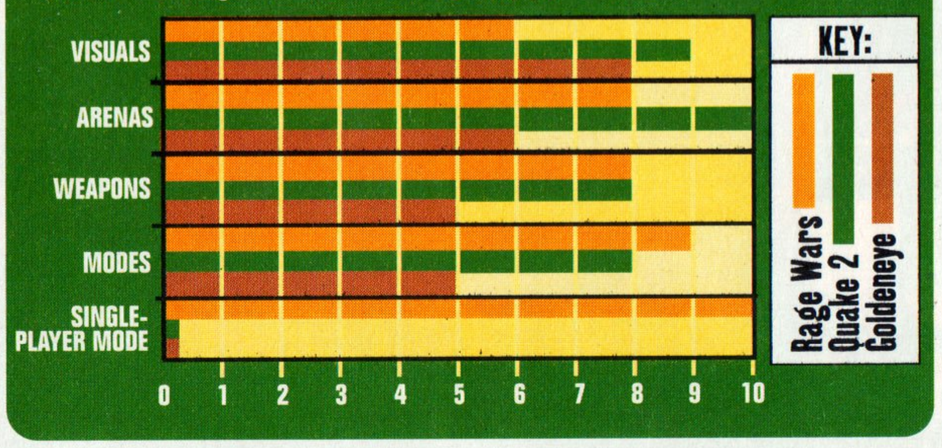
To hinder your progress through the mission tree you must battle and beat various bosses from time to time. Erk!

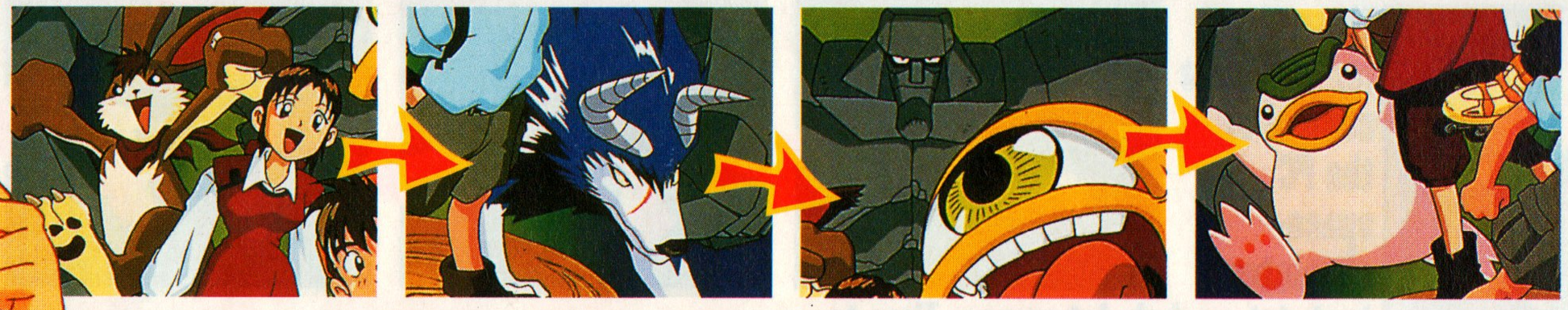
▲ The boss arenas only contain one opponent but what opponents they are.

▲ Only careful use of the available ammo and ace headshots will see you through.

DEATHMATCH OF THE DAY!

How do the three Deathmatch classics fare against each other. Is Rage Wars the frag happy winner?





MONSTER RANCHER

it's the latest cool cartoon from Japan and it's on a TV near you! Yup, Monster Rancher is fly, funky and on Fox Kids channel right now!

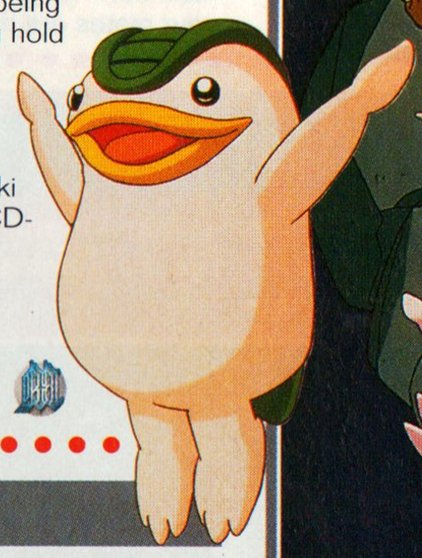
So, you've caught all the *Pokémon* and are busy waiting for the next hip 'n' happening phenomena to emerge from Japan. Well, it's already here! It's called Monster Rancher, it's absolutely flippin' massive and now you can see the cartoon version on the cable, satellite and digital channel Fox Kids. Hur – and indeed – rah!

HI CHAPARRAL

Monster Rancher started life as a videogame and features the backwards baseball cap-wearing Genki. After winning a CD-ROM that sucks him into the world of monsters he bumps into Holly and Suezo, who are escaping from the evil clutches of Moo, a nasty piece of work who is busy trying to turn all the land's monsters to the dark side! Eeek!

TUNE IN

Luckily, there is a way to revert the disc back to being good – by getting hold of a programme being guarded by the Phoenix. When Holly realises that Genki already has the CD-ROM of Monster Rancher their adventures really kick off! Check out the series on Fox Kids now!



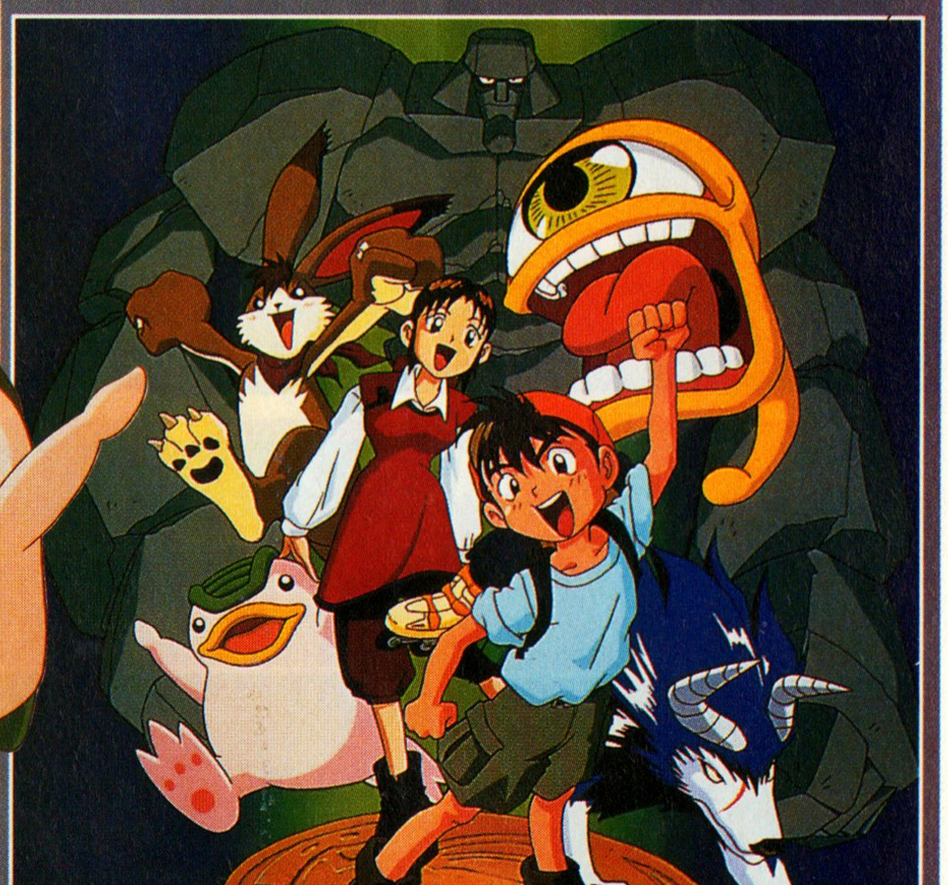
WHEN'S IT ON THEN?

Bet you're all gagging to know. Well, the show's on Fox Kids on weekdays at 7.00am and 3.30pm and on weekends at 9.30am. So don't miss it!

FOX KIDS

MEET THE RANCHERS!

Genki has a whole bunch of freaky friends who help him during his adventures in Monster Rancher.



GENKI The 11-year-old Genki is the show's hero. His speciality is rollerblading and, when it comes to monster-bashing, Genki's got *all* the best moves.

HOLLY Holly is strong-minded but this also means that she's a bit bossy. She's always arguing with Genki despite the fact that they're the only ones who can save the world.

SUEZO Suezo is Japanese for blinkin' huge eyeball! He's Holly's constant companion and, although he brags about his appearance, he's really sentimental.

MOCCHI Mocchi's good enough to eat – because he's a cake! He's a likeable little chap who quickly learns the ways of the world as he travels with Genki and his posse.

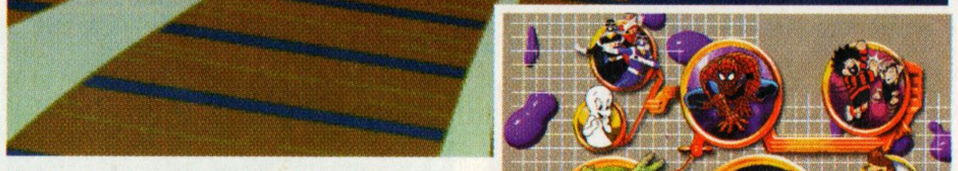
HARE He's called this because he's a... oh, all right. Hare's clever and calculating and always on the look-out for a quick buck.

TIGER He's fearless and a member of the Tigers of the Wind. He joins Genki because all his friends have been destroyed by monsters.

GOLEM Golem's a giant monster who's shaped like a rock! He protects the Grave of the Disc and eats sand. Nice.

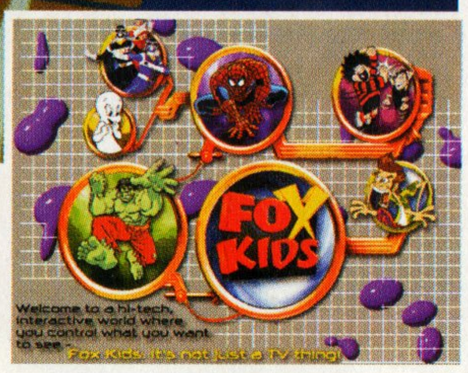
GET WITH THE PROGRAMME!

To find out even more about Monster Rancher and loads of other cool stuff, check out the Fox Kids web site. It's even got some Game Boy-style games based on Fox Kids characters such as the Mystic Knights of Tir Na Nog and that spooky leg-free ghost Casper. And not only is this the place to go to check out everything you could ever need to know about the programmes on Fox Kids, there are also tons of chatrooms for meeting other 'toon fan folk. Blindin'!

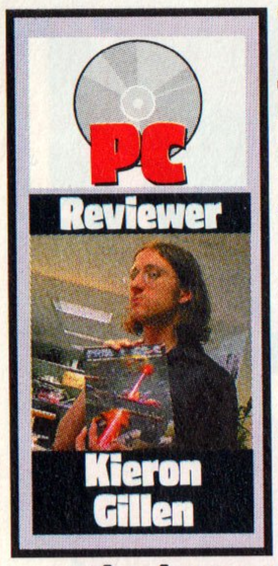


▲ Casper the Friendly Ghost is a far cry form the bogey man or the vile monsters who live under your bed. Oh yes they do.

Welcome to Hawaii!
1,300 years ago, families left their island homes in the South Pacific and sailed northward into an
You are now in 1100 AD: Hail ve Hawaii
500
1100
1500
1900



◀ Hey, it's the history of web-surfing! Soon after planks gave way to PCs!



The war for complete control of the PC space-simulator just got a whole lot worse. Time to launch the GamesMaster review-fighter for a reconnaissance mission against this new contender...

FREESPACE 2

▲ Is there anyone out there? Can you hear me? I really can't see a thing...

◀ The confusion of the fog levels makes this like the Blair Witch Project. But with Spaceships.

In space... no one can hear you go "Why buy me an inflatable novelty fruit: That's absolutely gorgeous".

But if they could, they would hear one hell of a lot of it if you were playing *Freespace 2*, the long-awaited sequel to the excellent *Conflict: Freespace*.

Because, in a very real way, this is the largest, prettiest, and most majestic space-shooting game we've ever seen.

BEAUTIFUL

The screen-filling-and-then-some capital ships are simply some of the hugest things that have ever been pasted onto your monitor. And for once, they're genuinely threatening rather than mere targets for you to assault. Flying through flak or dodging the eye-wateringly bright beam weapons is an absolutely terrifying experience.

Apart from these ultra-heavy behemoths of destruction, the main new 'thing' to show off to your mates are the nebula. No, they don't just hang around in the distant background like every space-fight game ever. This time you can actually move and explore *inside* the things. Imagine flying through a pea-soup-thick cloud bank. Then imagine it vivid pink (or moody purple) and full of slashing arcs of lightning. 'Impressive' isn't the half of it.

It makes you just long for a marshmallow and a stick, doesn't it?

STORY

The other really dramatic thing about *Freespace 2* is how, without the use of a licence, the game still draws you into an enthralling, coherent universe. *Freespace 2* does make you spend a lot of time

1 DiD YOU SEE THAT?

Just like that French woman in the car advert said – size matters. And when it comes to sheer, screen-shaking *size* few can compete with *Freespace 2*. The standard is set early in the game when the 6.5km Colossus slides gracefully into view.

▲ The Colossus, being jolly big indeed, is actually on your side. Hurrah!

► The ships' design changes depending on which of the three races it belongs to.

◀ Attacking Shivan Motherships is best done with force of numbers. Like 3465.

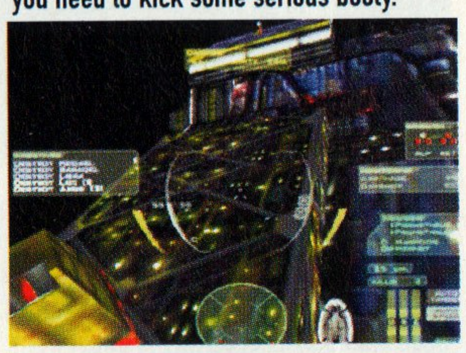
▼ While flying close is exciting, it's more than a little dangerous. You nutter.

PIZZZZZ-AWW!!

▲ Multi-missile assaults devastate foes. Yes!

▲ Guy Fawkes' Night has never been the same since it went interstellar.

▼ Your cockpit details all the information you need to kick some serious booty.

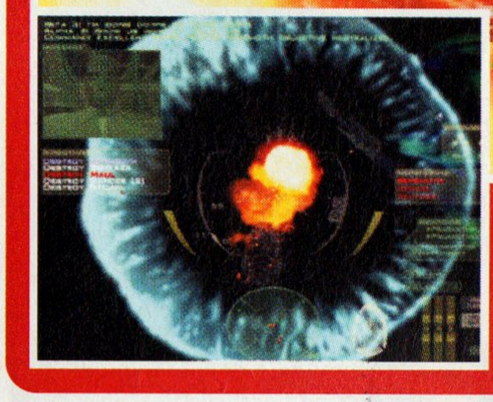


FREESPACE 2

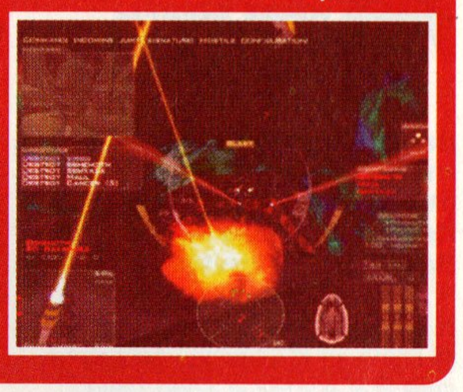
2 DAMAGE LIMITATION!

Freespace 2 knows how to kill. The larger the foe, the more ridiculous the resultant explosion. The main thing to remember is to remove your vessel from the area, as you'll take damage.

▲ (Shudder)... BOOOOOOOOOOOOOOOM! (pause) Booooooooom! (pause) Booooooooom! Such is *Freespace* 2.



▲ Being this close is *really* a very bad idea, don't you know.



◀ Explosions can be blue too. Go colour-coordinate your ultra-death.

wondering how good *X-Wing Alliance* would be without its ready-made Star Wars world.

Which isn't to say its entirely original – the bio-organic flourishes of the evil Shivans might remind the sci-fi fan in the audience of Babylon 5's Shadows. But the fact that you spend lots of fire-fights slogging away inside the aforementioned fog-like nebula's makes them even more fearsome.

CONTROL

Of course, you're thinking it's a case of nice gaming legs shame about the game-play face, aren't you? Well, suffice to say that this is the most distilled version of the space-shooter yet. There's kerzillions of controls, but the almost over-comprehensive training sections introduce you to them gently, and many of them merely replicate another command in a slightly different way. Essentially, you choose which keys you need to match your playing style.

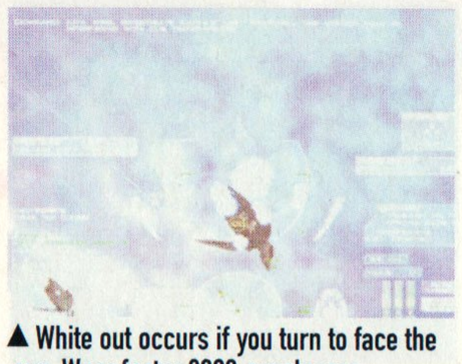
Especially good are the commands for ordering your team-mates around, something you'll have to do often. Concentration of your side's firepower's essential in achieving victory. This highlights the major difference between this and its peers (*Wing Commander*, *X-wing Alliance*). Here you're not the sole hero, instead you're just a good pilot doing the best he can to win a war against the odds.

BAD BITS

Which is probably the main thing that could turn you away from *Freespace*. While mostly the sense of a genuine military conflict is refreshing, occasionally you just feel a little small and pathetic, your appearance at a conflict not being a matter of *real* importance. These tend to be passing sensations. For me, the sudden onset of absolute horror upon the arrival of a Shivan ship several hundred times larger and deadlier than you is well worth it the occasional daft questioning of self-worth.

The difficulty level is also worth a mention. Its curve stretches to epic lengths, starting at the depths of newbie-dom before rising to being virtually impossible for anyone with less flying skill than Han-Solo. To its credit, and as an aid to those without the abilities of a God, once you fail a mission five times you gain the option to pass over it and move onto pastures new.

Ultimately, if you really love Star Wars, you're still going to nab a copy of *X-Wing Alliance* before considering this title. However if you've had your stomach turned by a year of relentless hype, or just have an entirely open mind, *Freespace 2* should be your connoisseur's choice for zero-G slaughter.



▲ White out occurs if you turn to face the sun. Wear factor 2000 sunglasses.

▲ The match-speed control is useful for close-combat with nippy fighters.

3 TARGET LOCK!

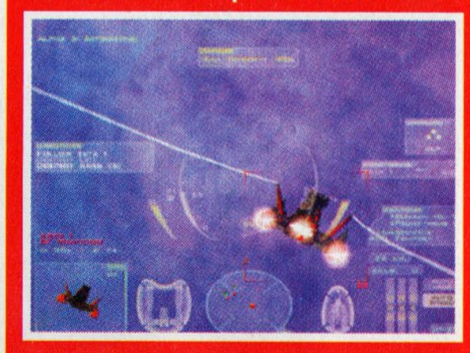
As well as your lasers, a whole armoury of missiles are included, with different sorts being perfectly designed for separate roles. From nippy heat-seekers to slow-moving, ponderous anti-capital ship torpedoes, the implements of hurtage are many.

▲ More general purpose missiles can be linked and fired in large wedges. Rarely have things whoooshed as well.

◀ These are the big-boys. They take ages to lock-on and tend to be slow, but when they hit... glory be!

4 WHERE'S MY HAND?

Just to completely reveal how view-obstructing the nebula are, here's a quick look at the average dog-fight in one.

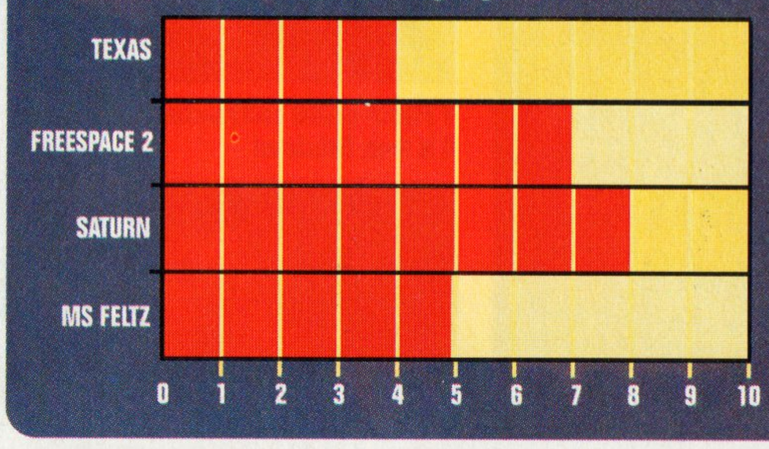


▲ Missiles tend to be of less use, unless you're really nose to nose with the foes.

▲ Following your mates is important too – because if you lose them you're in trouble.

SOME ARE BIGGER THAN OTHERS...

Freespace 2 features some very big things indeed. Let's see how they compare in garganticness (err...)



> "IN A VERY REAL WAY, THIS IS THE LARGEST, PRETTIEST AND MOST MAJESTIC SPACE-SHOOTING GAME WE'VE EVER SEEN."

CGM JUDGEMENT

PRESENTATION

Silky from top to bottom. Cut-scenes don't hinder, and there's an authentic military atmosphere.

GAMEPLAY

The current apex of the polishing of the *X-Wing* idea-template which produces something quite special.

LIFESPAN

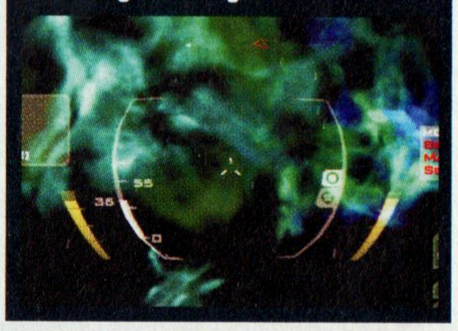
The first missions are easy. The final ones are impossible. That's the way it's meant to be.

THE BEST BIT

The terror of hearing the distinctive buzz of a beam-cannon warming up to shoot. Hit those afterburners!

THE WORST BIT

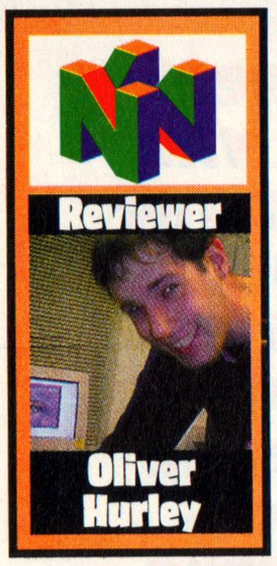
Your mates are so efficient you can feel a little extraneous when some of the big battles go down.



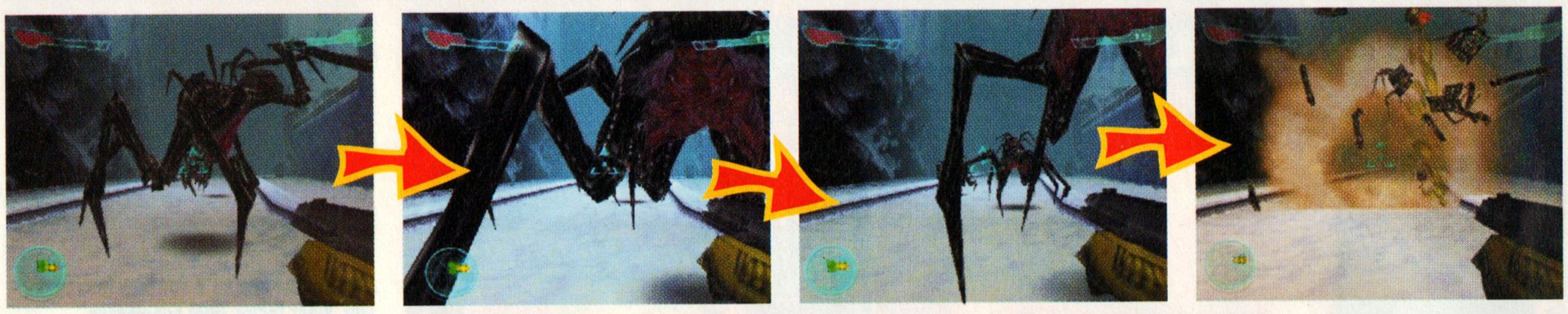
Interstellar dog-fighting has never played or looked as glorious as here. Scramble all fighters down to the shops, pronto.

93%

If you like this...
X-Wing Alliance has an agreeable Star-Warsian flavour or try the *Wing Commander* series.



They're marines! They're armoured! So they must be *Armorines*! Yep, all two of them are here to save the planet from alien bugs. And we don't fancy their chances.

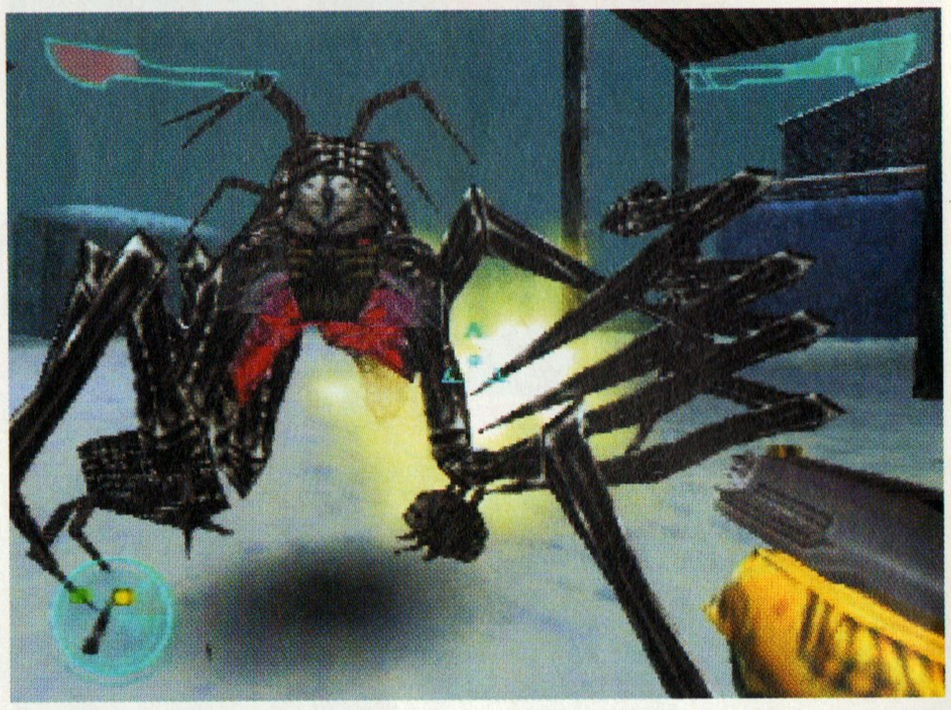


ARMORINES

At the best of times insects aren't good for much. If you're in the SAS you can probably make a tasty kebab out of them but, other than that, most of us can happily live without the critters.

So when an army of oversized alien arachnids decides to colonise the Earth, you can be sure that it's not *a good thing*.

It won't come as a complete surprise then to learn that your task in *Armorines* is to wipe out the alien freaks before they are able to take over the whole world.



CAN'T GET NO

It's a 3D first-person shooter that makes use of the *Turok 2* engine, so originality is not exactly one of the game's top priorities. You have a choice of two whole characters, each with different weapons and abilities, and must charge through the 20-plus levels that are spread across five different environments.

Initially, *Armorines* is immensely satisfying. You can't really fault being able to tear around the place with a whopping great arsenal, indiscriminately picking off massive creepy crawlies. But it doesn't take a great amount of time before you begin to feel as if there's something lacking. It's not because it's too easy, it's just that there's not much depth to it.

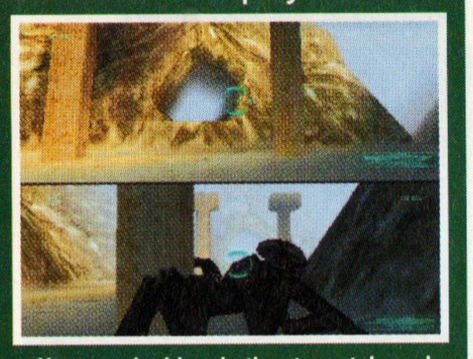
COSY

The levels are a lot smaller than those of *Turok 2*, so there's not

1 TOGETHERNESS!

There are a load of multi-player options, including two-player cooperation and deathmatches for four players.

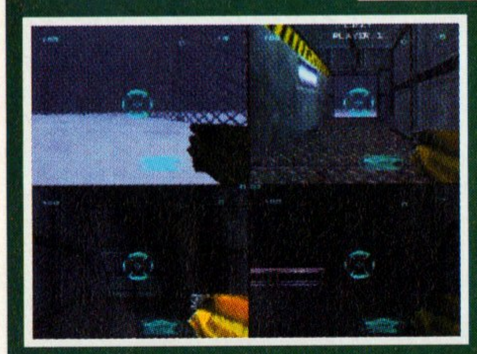
▲ The two-player cooperative mode is one of the game's best features.



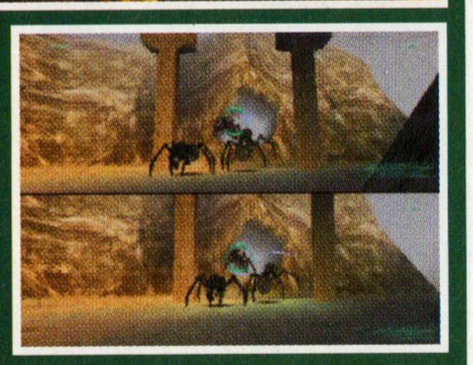
▲ You can decide whether to watch each other's back... or just save your own!

▲ The old staying-in-the-same-place trick once again goes horribly wrong.

► Lobbing grenades at other players is GM's favoured means of disposing of them.



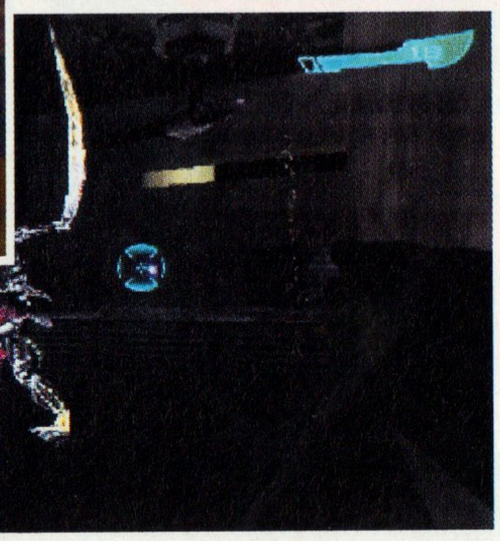
▲ As you can see, the deathmatch suffers equally from being very, very dark.



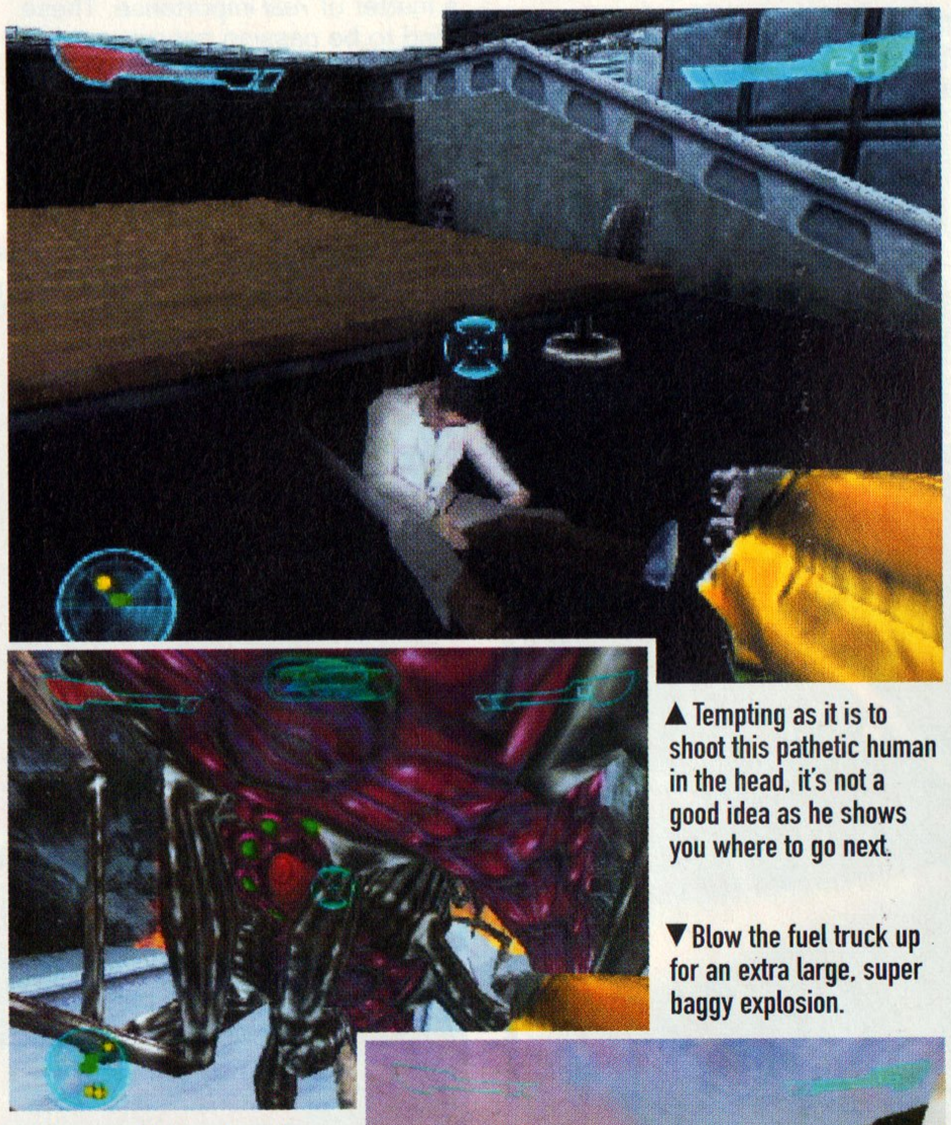
▲ With a good bit of teamwork, you'll finish this lot off in no time at all.

▲ Jonnie's house party became out of hand after he bought the Vimto out.

► Our pheromones were too much for this bug to bear.



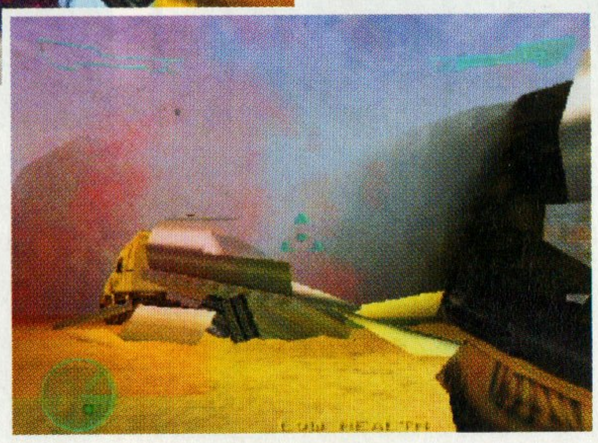
► Mwww, mwwww, dahling. My, we've never known what it is to be so popular.



▲ Tempting as it is to shoot this pathetic human in the head, it's not a good idea as he shows you where to go next.

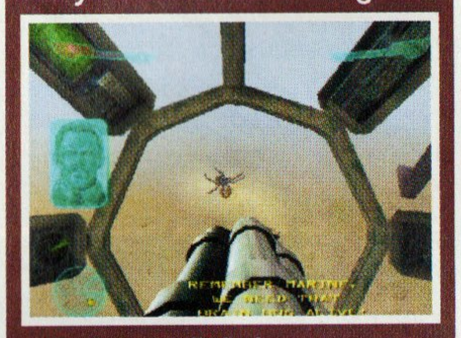
▼ Blow the fuel truck up for an extra large, super baggy explosion.

▼ Flame-grilled cockroaches it is then. Delicious!



2 DRIVEN!

Some sections see you in monorails or helicopters. They move along fixed paths but you can rotate the guns.



▲ You've got unlimited ammo so you may as well make the most of it.

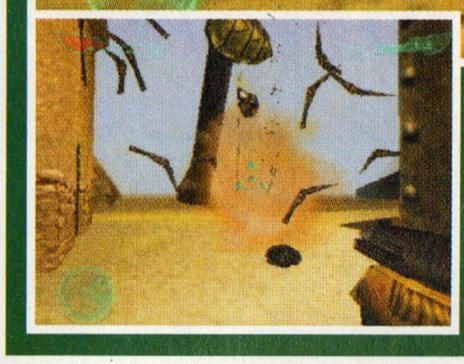
▲ Virgin Trains new in-carriage entertainment is second to none.

▲ Monorails: like railways but not as good due to the lack of rail. The fools!

ARMORINES

3 SORE DIGITS!

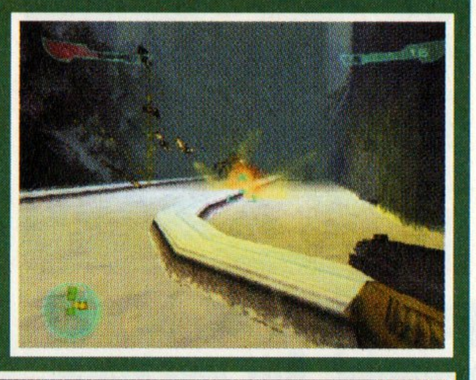
While the levels are all mission-based, the emphasis is placed firmly on frenzied insect-slaying. So you'll spend more time exercising your trigger finger than your brain.

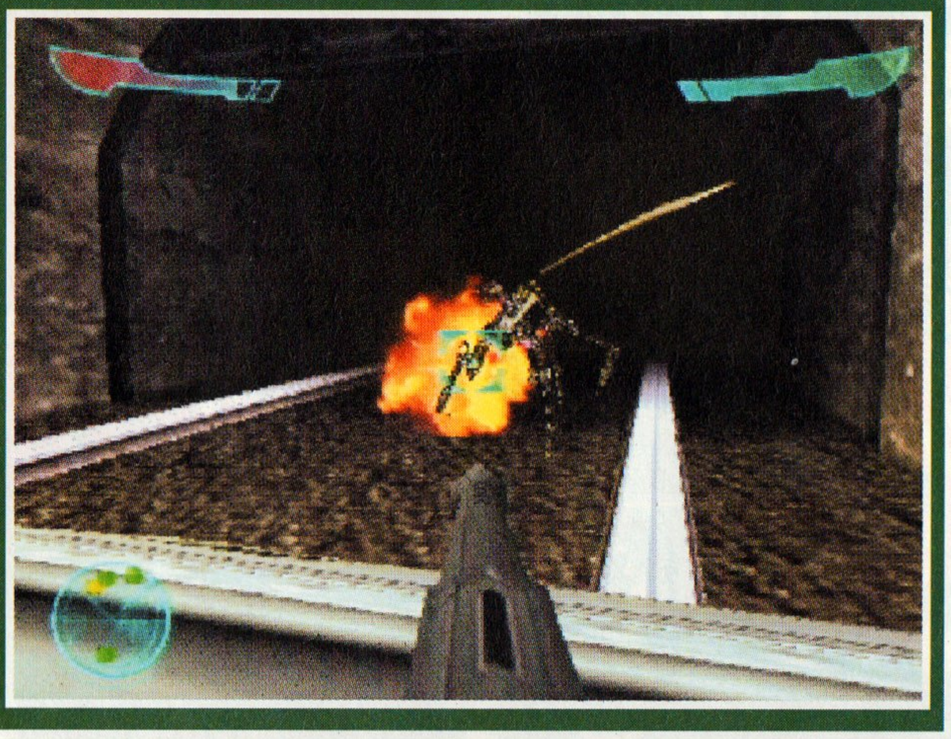


▲ The concept behind *Armorines* is very simple. If you see something that's big...

◄... ugly and has more than two legs, then slaughter the carapaced cretin!

► Not only will these little cowboys try to eat you, they will also steal your soul and mess your plumbing up. Best avoided.





much exploring to do. If you do take the time to have a good look around you'll come across extra weapons, ammo and body armour, but *Armorines* is, essentially, very linear. All it really consists of is trundling from A to B across each level while blasting anything that's big and moves in the process.

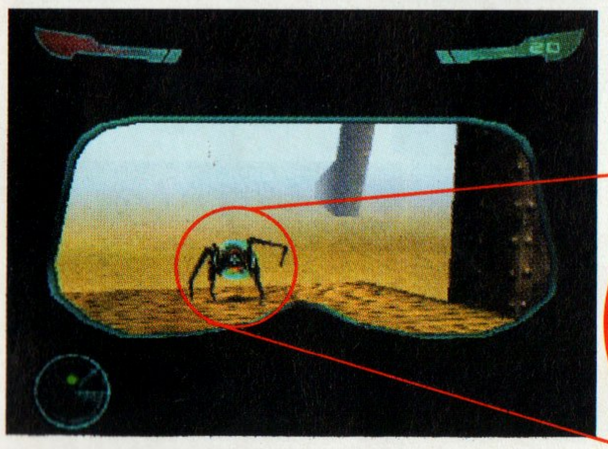
THE FOG

Graphically it's disappointing too. You'd expect insect-infested levels set in places such as Siberia or Egyptian tombs to have a suitably spooky atmosphere to them. The folk behind *Armorines* have tried to achieve this by making each environment either as dark or as foggy as possible. In some parts of the game this is so bad that it becomes almost unplayable. The multi-legged aliens all look impressively grotesque and you do get a feel for their sheer size. But when you can see hills popping up from nowhere in the background you know that *Armorines*, rather than being a feast of for your visual array, is more like dining at one of those really dodgy burger vans.

FRIENDS

The two-player split-screen cooperative mode is actually more enjoyable than the single-player game and there are the usual multi-player modes including Deathmatch, Capture the Flag and King of the Hill.

With this title and *Turok Rage Wars* making use of the *Turok 2* engine, Acclaim are certainly getting their money's worth. Sadly, *Armorines* is little more than a ropey rehash with insects instead of dinos.



▲ Urban myth #736: You never see the bullet that kills you. Unless shot in the eye.

4 BUGGED OUT!

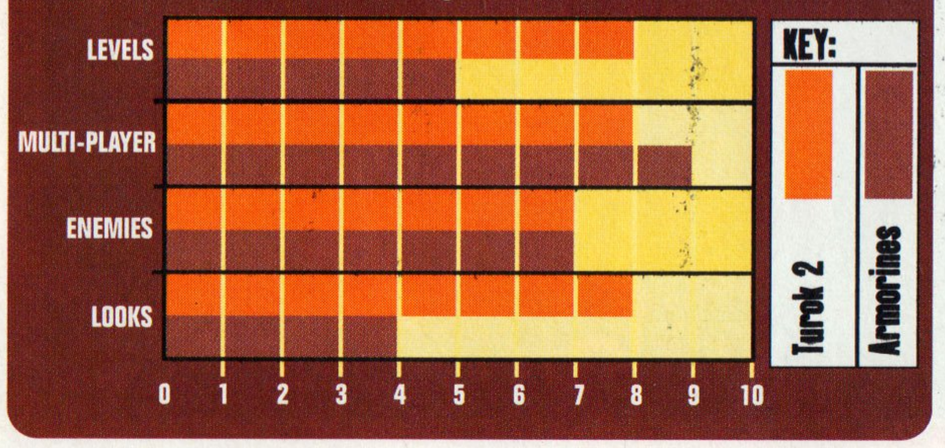
Each environment plays host to a different family of bugs. As you progress through the game they become more aggressive... and bigger. While they're not too difficult to pick off to begin with, you'll soon find yourself desperately throwing everything at them!

▲ There was no denying that Les's hairballs were getting well out of hand.

◄ The graph in the corner indicates where enemies and power-ups are.

ARMOURED COR?...

Does *Armorines* take the *Turok 2* engine to the next level or is it a big pile of insect goo...



> "The multi-legged aliens all look impressively grotesque and you get a feel for their sheer size and weight."

JUDGEMENT

PRESENTATION

Most of the bugs look pretty cool but far too many levels are incredibly dark or foggy.

GAMEPLAY

A so-so first-person shooter. After the initial alien-destroying thrills wear off, there's not much to it.

LIFESPAN

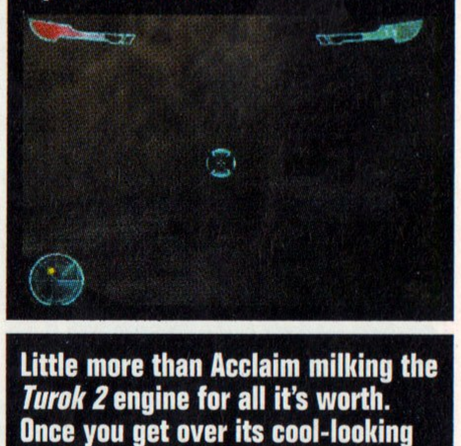
Plenty of multi-player modes but you're not likely to go back to the single-player game much.

THE BEST BIT

Watching with glee as you blow one of those '50s B-movie relics into thousands of tiny pieces.

THE WORST BIT

Entering *yet another* fantastically dark level. It's not atmospheric. It's a pain in the arse.



Little more than Acclaim milking the *Turok 2* engine for all it's worth. Once you get over its cool-looking baddies, there's not much here.

67%

If you like this...

Then you should invest in *Turok 2*. The original *Turok* is also well worth considering as is *Goldeneye*.

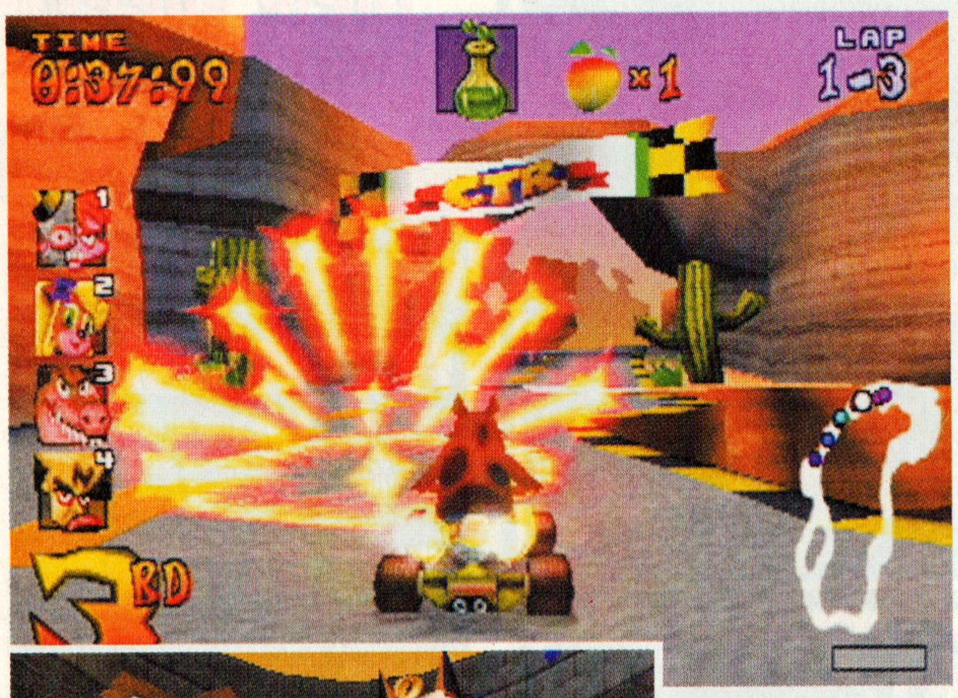
PlayStation

Reviewer

Dave Harrison

CRASH! AA-AASH! He saved everyone of us! CRASH! AA-AASH! He's not a hippopotamus! No, he's an Australian marsupial. But you knew that already... didn't you?

CRASH TEAM RACING



▲ Boom! Another one bites the dust! Eat my filth you midget racer!

◀ With a weapon that big there's no surprise that he always comes first.

▼ Games like *CTR* are good enough reasons to invest in a Multitap.

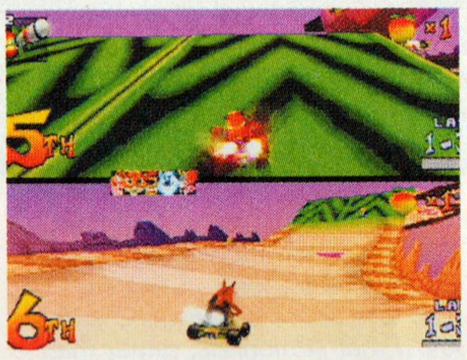
▼ The winter wonderland of small kartage racing.

It had to happen really didn't it. Mario's got one, Bomeberman's got one and so has the diminutive Diddy Kong.

So to avoid feeling inferior and getting mocked by other games characters, everyone's second favourite Bandicoot, Crash, gets a piece of the mini-racing action.

OLD GROUND

It's one of the most tried and tested gaming formulas used to breath life into a franchise. Get a group of cuddly characters that are small enough to fit into karts, give them an incentive to race and a few tracks to do it on and – bish, bash, bosh – you've got yourself a game. But it's so simple that developers easily slip into complacency and a few lame efforts creep through.



The PlayStation's always lacked a top kart game. *Mario* ruled the road as far as many were concerned and this served to highlight the deficiency of multi-player action on Sony's console. But then, earlier this year, came *Speed Freaks* which more than amply filled the void.

Consequently, it has somewhat stolen *Crash Team*'s thunder. If it was released before Freaks, it would have taken the credit for bringing cute racing to the PSX. But because it's following in the wake of Funcom's magic, the question of whether we need another one is raised.

Speed Freaks was clean cut, precise and kept a tight ship when it supplied us the predictable time-trial and multi-player modes. While *CTR* does all this as well, it also tries to pull a few new wheelies. There are bonus levels where you have to collect certain items and this combined with the Adventure and Battle options makes it a much healthier package. The sapphire and letter collecting aren't something you really look forward to but it does reveal an effort to introduce a few touches of originality.

TEAM TACTICS

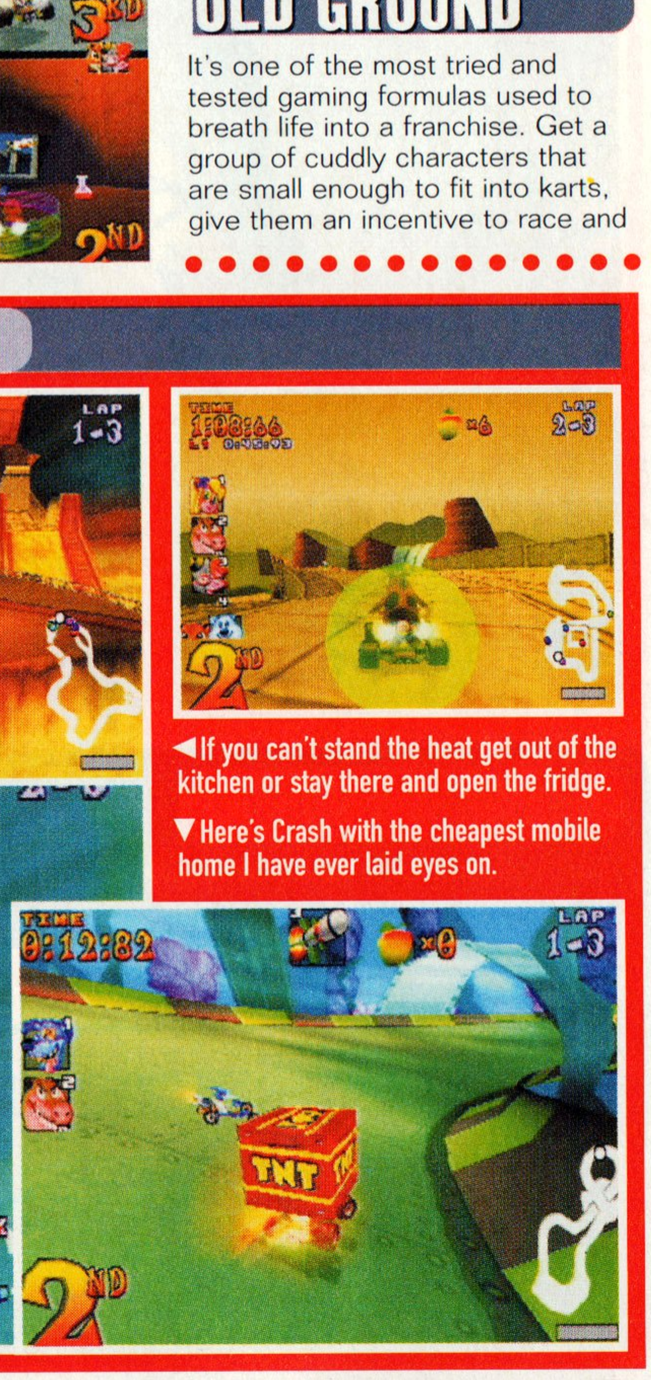
Mini racing games only really come to life when Multitapped but to give *Crash* credit, it has quite an enticing one-player Adventure mode. Your little racer drives around entering races in an attempt unlock yet more contests. Eventually you get to race a boss and a new area is revealed. This, combined with a very generous

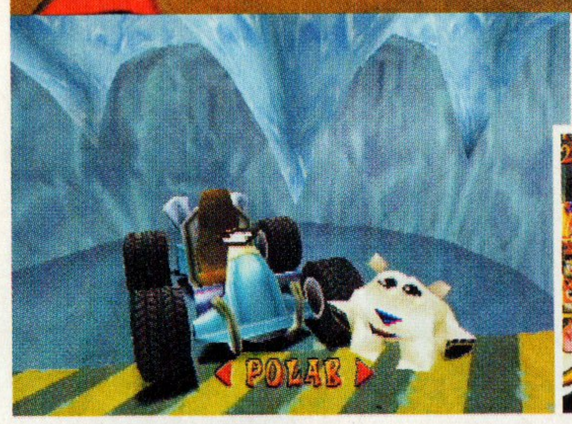
1 MYSTERY BRUISES!

Everyone's armed, everyone's dangerous and the tracks aren't too friendly either. Will the violence ever end? I can answer that one... no. So lets be careful out there.

◀ If you can't stand the heat get out of the kitchen or stay there and open the fridge.

▼ Here's Crash with the cheapest mobile home I have ever laid eyes on.





▲ The fire and forget homing missile. My best friend.

CUT IT OUT AND SLAP IT UP!

Games Master

WINNER BABY!

There are two types of people in this world. The winners, and the losers. Actually, there are also those who don't take part – so make that three...

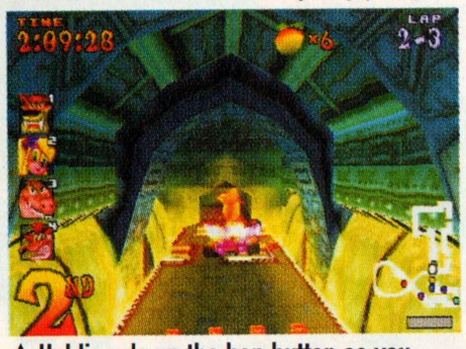
CTR

CRASH TEAM RACING

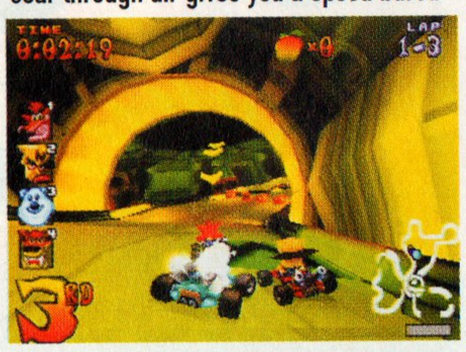
REVIEW

DEVELOPER: NAUGHTY DOG
PUBLISHER: SCEE
CALL: 0171 533 1400
PLAYERS: 1-4
SPECIAL FEATURES: DUAL SHOCK
OTHER FORMATS: NONE

▲ I'm not too sure about the colour scheme, but the tracks are pretty pretty.



▲ Holding down the hop button as you soar through air gives you a speed burst.



learning curve, provides some fast and furious fun. But while it has more features than *Speed Freaks* it doesn't have the looks. The latter smacked of class with ice-cool, clear cut graphics which make *Crash* look a scruffy.

First off *CTR* uses an inferior game engine. It seems as though the developers have simply tinkered with the mechanics of the platform trilogy. Obviously it was never going to rival *Gran Turismo* but you still end up with a far from amazing simulation of racing. At it's worst it feels like your kart is stationary and the track is moving. At best, it's adequate.

As for the weapons there's nothing subtle about them. They're all a bit weird such as wooden boxes that explode on your head and green bubbles that you throw at people. There is a lack of ones that you throw forward but when they connect they're all spectacular and they all hurt – so what more do you need?

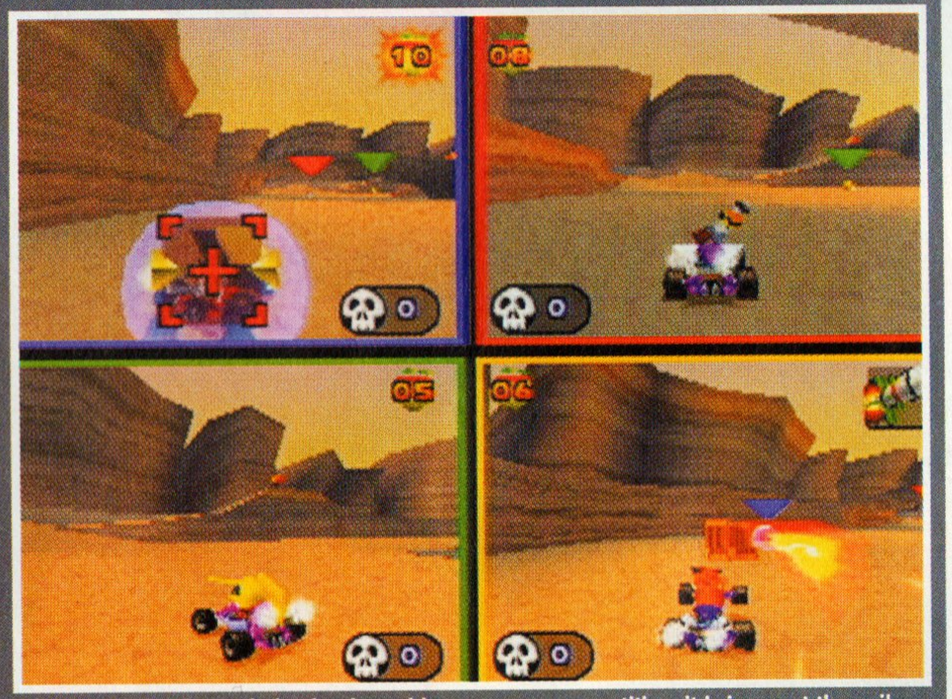
2 CRASHVILLE!

There's only two types of racers in *CTR*. There's the quick, then there's the slightly slower. Which one are you? Only the most intense matchup will prove who is the best – you or your friends. It's extreme, it's gripped – let's off-road!

▲ On the Arcade level you not only get the chance to race each other but there are extra AI carts to weave through and battle against as well!

▲ One of these racers is really happy, the other one is less so. It's a tricky one but have a guess which ones which?

▲ Driving home for Christmas. Crash and the crew take the scenic route.



▲ While the Battle mode is simple and becomes very repetitive, it brings out the evil side in everyone. You're not content until you have ruined everybody else's day.

The handling of the karts is very poor however. Even turning it round after a little accident is a bind. I mean they're only small karts, it's not like trying to steer a ship or anything. And another thing, when you get hit by a missile expect to really spin out.

But the fact that you get annoyed by these types of things actually shows you care about the game. Somehow, despite all the frustrations and the cynicism *CTR* manages to drag you in, and after a while you find you're emotionally attached. This maybe the poor man's racer, but it will make many poor men happy.

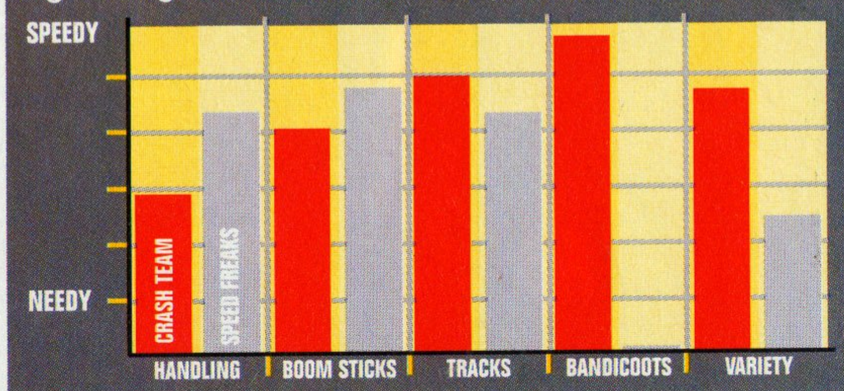
3 THE HARD STUFF!

On the Adventure mode you are continually kept awake at the wheel with a smattering of novelty challenges. Collect some diamonds, take in a show and beat a few bosses. Now that's what I call music!

▲ Being in space is okay, but y'know, I feel it lacks a bit of atmosphere.

KART-MAN COMPETITION...

It's the PSX Kart Championship – so who's Grease Lightening and who's the Beauty School Dropout?



> "THE INCLUSION OF ADVENTURE AND BATTLE OPTIONS SHOW THAT NAUGHTY DOG HAVE ATTEMPTED TO INTRODUCE A TOUCH OF ORIGINALITY."

JUDGEMENT

PRESENTATION

Full of life and vigour, but so eager to please it gets a bit messy. It needs to focus and wash more.

GAMEPLAY

Predictable and common – but in a good way. Not lighting quick but definitely brutal.

LIFESPAN

The one-player game has more treats than you first expect and the multi-play action will last years.

THE BEST BIT

The Battle mode. It isn't clever, it isn't sophisticated but you get to shoot your friends. Which is big.

THE WORST BIT

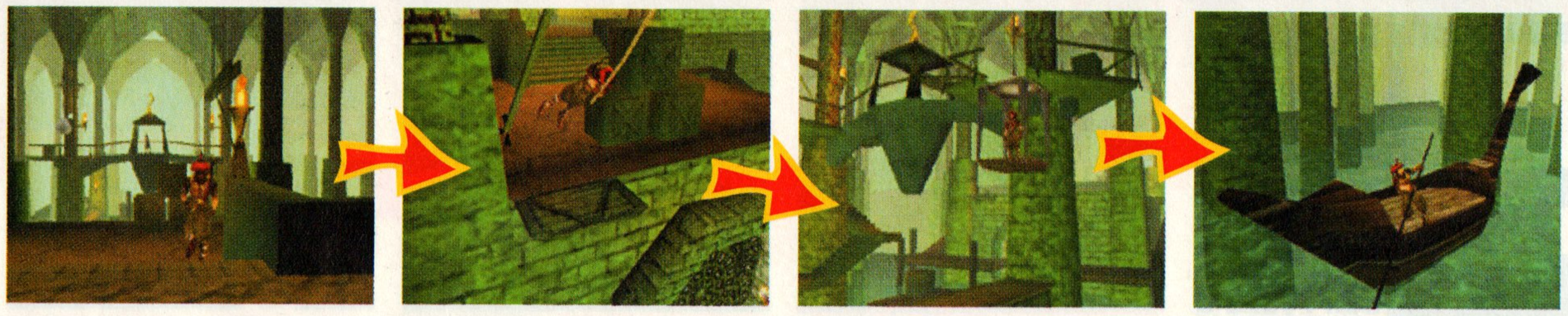
The kart handling. Fortunately most of the tracks have easy bends, but an ocean liner is more responsive.

It's all a bit slap dash and dodgy. But like the pungent odour of your trainers it ultimately adds to the character of the thing.

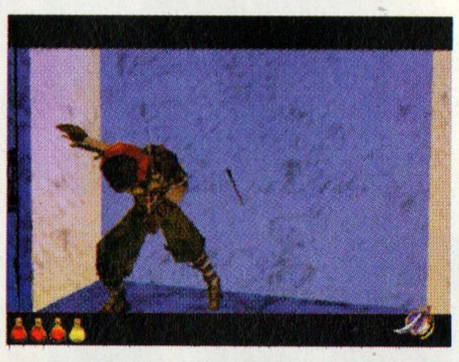
81%

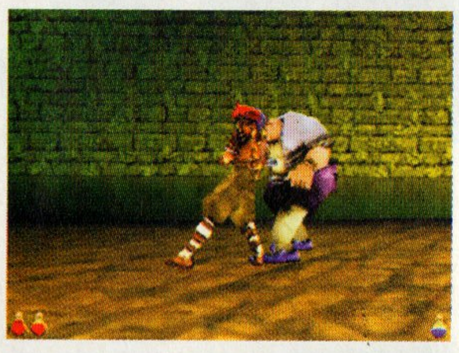
If you like this...
Speed Freaks is a much better option. Then you've got the *Mario* business which still kicks ass.

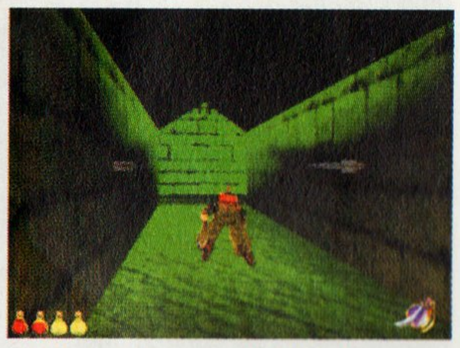
Full of Eastern promise comes the long-awaited platform sequel, but does it take the crown?



PRINCE OF PERSIA 3D







▲ A typical choice in *PoP*. Dirty knees or a big blade swiping through your neck.

The original *Prince of Persia* changed the world.

Not in an inventing a new medicine that brings life to the diseased shivering masses of the world way. Or in the making an Empire that will last a million years way. But in the being a very good platform game which everyone ripped off way.

HISTORY

Proof? Well *Prince*'s mixture of 'adult' aesthetics, hanging off ledges and devious puzzles was the basis for a game we all know and love – *Tomb Raider*. It was brilliant. And this is it's sequel.

ACTION

Graphically it's a massive step forward. Well obviously it's all in sexy-polygons rather than two-dimensional sprites, but the actual atmosphere and design are better than just about any other leaping game. The levels suspended miles above the ground are particularly chilling and glorious.

In terms of what you do however, there's not much change. Mostly it's the running and leaping combinations you'll all be familiar with, but performed with admirable panache. The addition of 3D sword-fighting is the main deviation from template.

THINKING

Where the first game excelled was in the arena of puzzles. And, true to it's roots, there's a lot of head-scratching thinky-thinky stuff to get involved with here, generally far more imaginative than your basic "Oh look – a key. Oh look – a door" problems. And there's more moving death-traps per square inch than in a particularly dodgy second-hand car dealer's parking lot.

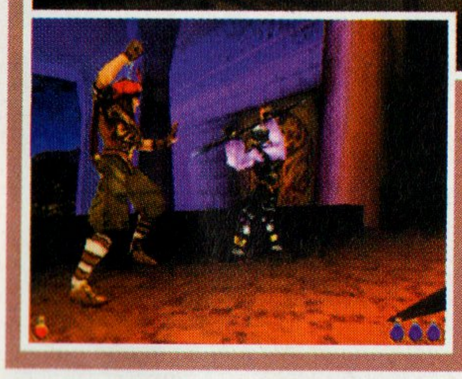
PROBLEMS

Basically, this outing does exactly what the first game did. The only problem is that everything it does is no longer revolutionary – a fact that the slightly iffy character movement doesn't improve upon.

So, due to our heightened expectations, the return of *Prince of Persia* isn't going to change the world of videogames. As such, it'll just have to settle with being an excellent platform game with an atmospheric setting slightly tarnished by the occasional gameplay flaw. It's a hard life, but them's the breaks.

1 HACK ATTACK!

Sword-fighting is simple, but still highly exciting. You only have three moves and a block with each weapon on offer. However, victory is won by cunning timing. Deflect a blade and return with a stinging counter-attack. That's the way to do it.



▲ The overhead blow. While more powerful, is easier to block, as Fatty's about to do here.

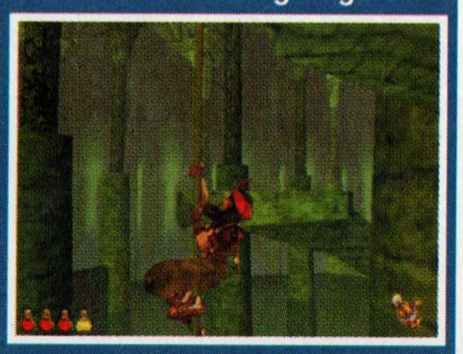
◀ Fighting against foes with a different weapon to you is always a little bit weird. It's probably easier just to swap.

◀ As in the original, helpful magic potions keep your energy level up.

2 LIVING ON THE LEDGE!

The heroic prince seems to spend dangerous amounts of time just hanging off ledges. He must have strong fingers.

▲ Are those fingerless gloves? Tsch. For a prince he makes a lot of fashion errors.



▲ The advantage of this level is that it's soft water you fall into. Not stone. Ouch.

JUDGEMENT

PRESENTATION

Graphically slick, with occasional glitches. Music entirely in keeping with the theme. Sweet.

GAMEPLAY

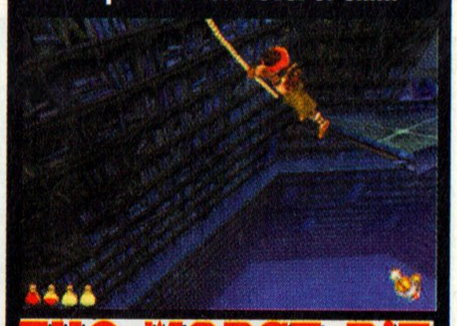
Tried-and-tested puzzle-platforming with the occasional control niggle guaranteed to upset.

LIFESPAN

It's massive and numerous levels will keep you busy – but there's no real motivation to go back.

THE BEST BIT

Swinging on the numerous ropes. Always an excellent experience that requires a real level of skill.



THE WORST BIT

A death-trap killing you without warning. Come on, it's just not cricket, chaps!

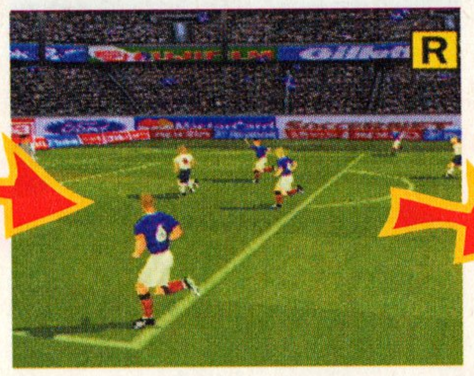
A solid and undemanding level of fun. It's regal lineage has not been soiled here but there's still no revelations for the devoted.

82%

If you like this...

Any game from the *Tomb Raider* series deals expertly with similar luscious ground.

Hey, it has little people with bad haircuts knocking a ball round a field – i reckon that it could be... yes it is! This is football... or i can't believe it's not netball.



THIS IS FOOTBALL

▲ The referee doesn't show you the yellow card, he attacks you with it!

▲ Most of the goals are scored from close range, simply aim for the corners.

Does the world need another footie game? A good one yes – most definitely, but there are too many average games cluttering the bargain bins.

So the pressure is on *This Is Football* (*TIF*) to stand out from the trash that populates this most competitive of markets.

LICENCED

One massive favour *TIF* has done for itself is to get a license. Even though it's supposedly the gamplay that counts you can't underestimate the importance of the having the full squads and the right names.

Beyond that it does all that *FIFA* does but importantly without the razamatazz. It's much more low key and instead it creates its own world of football. Rather than bombarding you with celebrity endorsements the opening sequence has a young lad leaving his tower block to watch the local team. Then the menu screens have kids lined up among alley walls for a kickabout and pub team players holding their bellies in. It's all very jumpers for goal posts.

While *FIFA* has Robbie Williams, *This Is* is much more earthier and takes a different route. While *FIFA* is all dancing girls, *TIF* has someone's mum to cut the half time oranges.

LOW KEY

This lack of glitz and glamour does initially effect the game. *FIFA 2000* is a joy to play at first. There you are picking all the favourite teams as you tap fingers to Robbie William's latest. You play the game and you're sprinting through the middle, five-nil up against Inter Milan and you feel like a God.

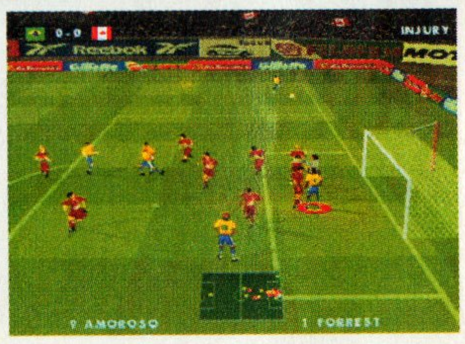
1 TEAM BUILDING!

Making most of the Custom Team options we created the ultimate footballing team – GamesMaster FC. Low on skill, big on enthusiasm. Low on fitness, big on two-footed challenges and guaranteed to give you 110% in all weather conditions.

▲ Here's Jonnie. This is what he looks like in real life, turquoise socks and all!

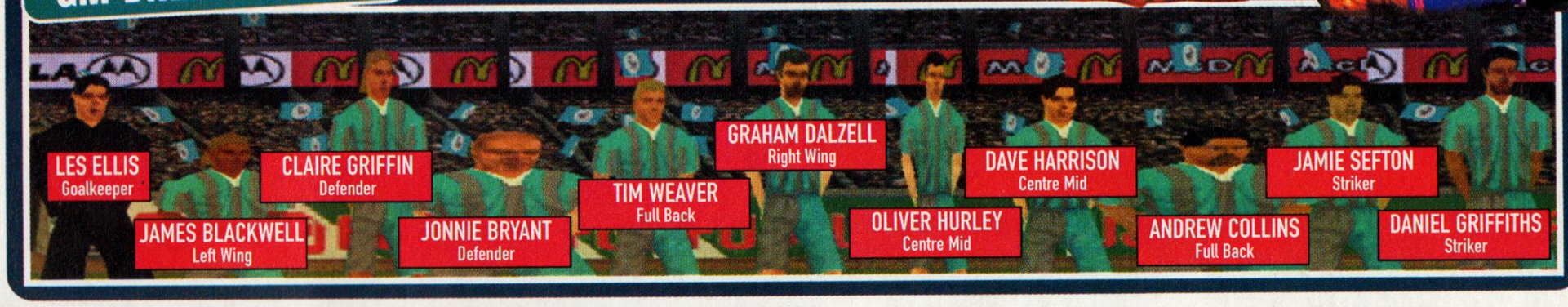
▲ Look, I made a GamesMaster Flag with my own two hands. It's got a stag on it! In a big white circle. Am I not the cleverest person in the world?

▲ There might be better looking games but *TIF* is a class act.



GM DREAM TEAM!

Here's the original "Crazy Gang". A combination of power, skill, precision, pace and gothic horror. Deadly!



DEVELOPER: SOHO
PUBLISHER: SCEE

CALL: 0990 998 877
PLAYERS: 1-8

SPECIAL FEATURES: DUAL SHOCK
OTHER FORMATS: NONE

THIS IS FOOTBALL

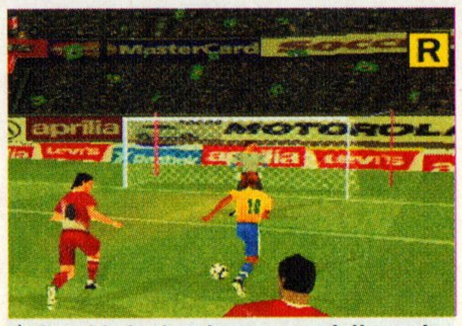
2 GM VERSES BRAZIL!

GM were caught napping when Ronaldo beat Les form close range, but Dan used his pace and levelled the score. Also good work from Jonnie and Claire in the heart of the defence.

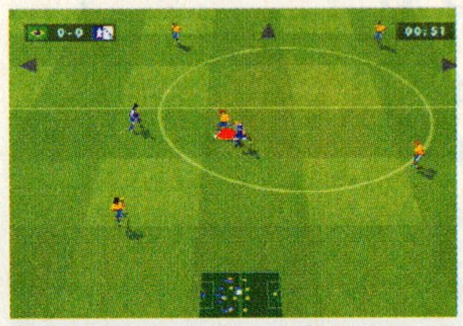
▲ Booya! Griffiths smacks the ball past Taffarel to square the game and turns to perform his famous samba celebration.

▲ Bryant slips and Ellis runs away from the ball and Ronaldo nips in. 1-0.

◀ Andrew Collins uses his – until now hidden – athleticism to raid the wings.



▲ Ronaldo baring down on goal. He can't miss! Or can he? Only I know the truth!



▲ The ariel view helps you spot where there is space that can be exploited.

> "TIF makes getting behind the defence very difficult and so the real action arrives in the last third of the field."

Wind up *TIF* however and there's no chart bustin' tunes, the menus are dull and uninspired and you're losing two-nil to El Salvador and haven't had a shot on target. *This is Football*? Your thinking – bollards. This sucks.

And the idea of it being a kind of lower division *FIFA* continues with the graphics. Compared to EA's textured detailed little footie players, here they look very flat, blocky and scruffy, although it is *ISS* smooth.

The controls are tricky to get used to. Every button has a double function and controlling the aftertouch is more complicated than it probably should be. Simple passes are awkward and to sprint you still need to pump the triangle button *FIFA* style. For a while this is all very frustrating and the poor presentation makes you wonder if we need another kick-a-ball '99.

ARTISAN

But then you begin to learn the way of the *TIF*. Much like *ISS*, *TIF* makes getting behind the defence very difficult and so the real craft and action arrives in the last third of the field. The opposition's defensive line is tighter than small shoes and they are swift to tackle if you try to shoot from outside the area. So you have to be cunning and as sly as a fox to make space.

As John Barnes sang, "You must get to the line," and raiding the wings can bring dividends, but controlling the swing of the cross is trickier than it should be. Attacking the heart of the defence is the other option and herein lies the heart of the game.

The standard short pass usually puts the ball slightly behind the intended player but if you combine it with R1 it becomes a through ball. Approaching the goal from an angle you can open up a defence and it is left up to strikers to finish off the good work. A shooting power bar is sensibly used so getting an effective shot on target is all a matter of timing.

Tapping the short button twice activates the one-two. While this isn't the most unique feature ever, the movement off the ball in *TIF* is excellent. A subtle give-and-go on the edge of the box carves open the opposition. Therefore, all the goals scored are quality. Rather than mindless weaving runs down the pitch. The chances need to be prepared, thought about and executed carefully as there's no lottery style approach to scoring. As they say you make your own luck in this game.

TIF is not the most complete package in terms of presentation, and looks no better than the many footie games on offer. But it's got it where it counts – it works as a simulation of football and has laid some strong foundations for further titles in the series.

3 IN THE MIXER!

You've got 'hold' and 'give' options but these have to be timed just right. You can be slow or fast but you must get to the line, otherwise defenders will hit you and hurt you. There's only one way to beat them, get round the back.

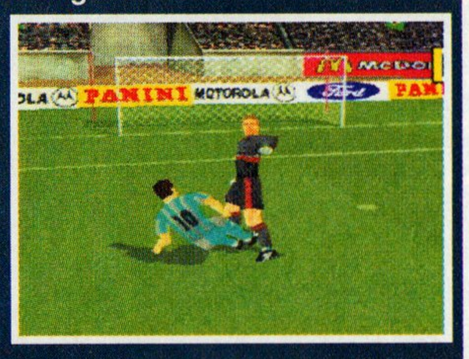
▲ Attacking from the inside right position – an angled run and pass can expose any defence.

◀ Most teams defend very deep so it isn't often you can use your strikers pace through the middle.

4 BITE YOUR LEGS!

They are many ways to bring a man down – a crafty nudge in the back or a hooked hack through the shins. Justice!

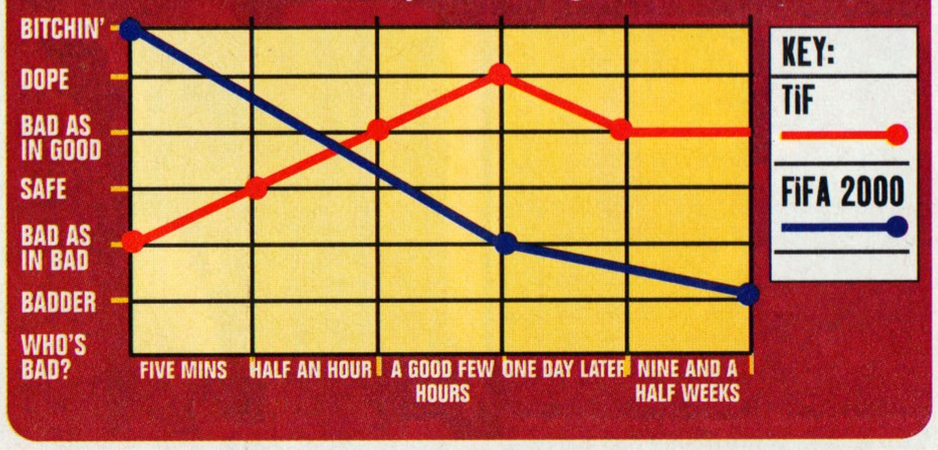
▲ Thew hook tackle is the most effective as it knocks the ball to your nearest player



▲ Sefton shows his nasty side and two foots Brazil's keeper. He's got to go.

GETS TO YOUR THIRST FAST...

FIFA 2000 is the best thing in the world for the first 10 minutes while *TIF* is what you call 'a grower'. Here's why...



JUDGEMENT

PRESENTATION

Excellent and original opening, but flat blocky graphics and dull menu screens let the side down.

GAMEPLAY

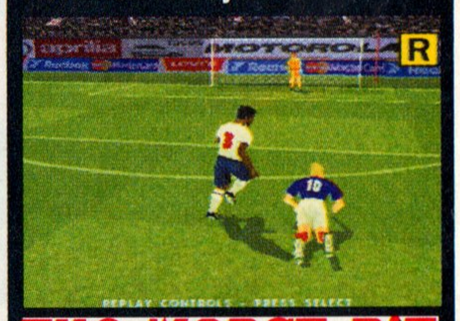
At first awkward, but once you've mastered the various functions this is second only to *ISS*.

LIFESPAN

There's endless teams to select and the custom team options should keep you busy as the days draw in.

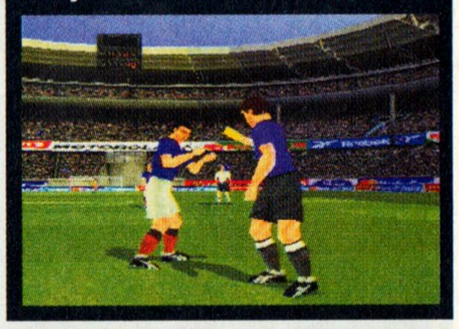
THE BEST BIT

The AI strikers diving like the dirty cheats they are and getting booked for it. Now that's justice!



THE WORST BIT

The shoddy in-game cutscenes for bookings and substitutions. Really badly framed and animated.



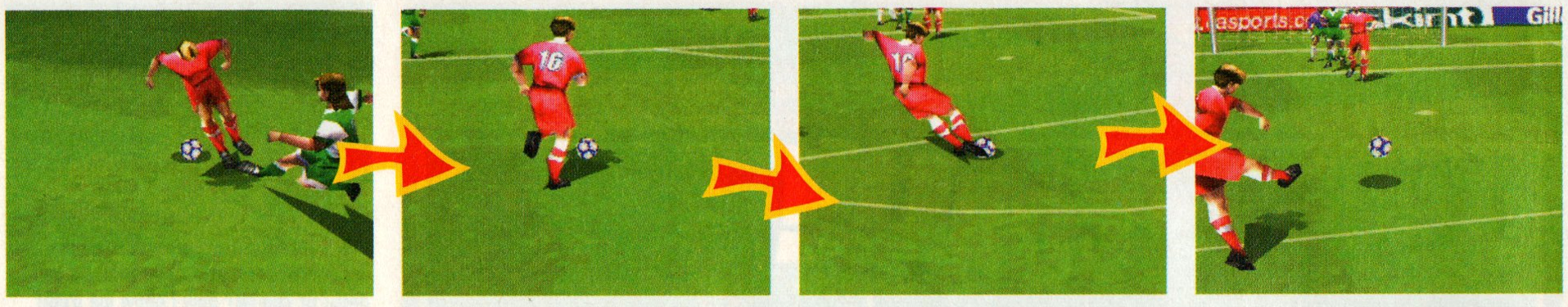
This is a very good game but it's been heavily wrapped in smelly hankies and so may be overlooked for other air brushed titles.

83%

If you like this...
***ISS '98* still rules until *Evolution* comes out. But if you want to see Robbie Williams get the latest *FIFA*.**

FIFA 2000

Every year the FiFA series gets increasingly better and better. You never know, if this current trend continues then FiFA 2011 should be almost playable.



1 WHO WANTS SOME?

You've got to keep moving in this game. If you dwell on the ball you'll lose your shins, so there's a few nifty tricks to pull off to make sure you leave the pitch with both legs.

▲ Hit the shoulder buttons and you hold the ball while the defenders lose interest

▲ If the defender gets too close, the player automatically pushes them away.

▲ That's right – ker-doooooof! The sound the ball makes when you dance round it.

2 PARTY LIKE IT'S 1999!

EA have made sure there's a whole gallery of goal celebrations, offering a new one for each goal scored. So that means you can have Bobby Charlton from 1966 body popping and Pele doing his Michael Jackson impression.

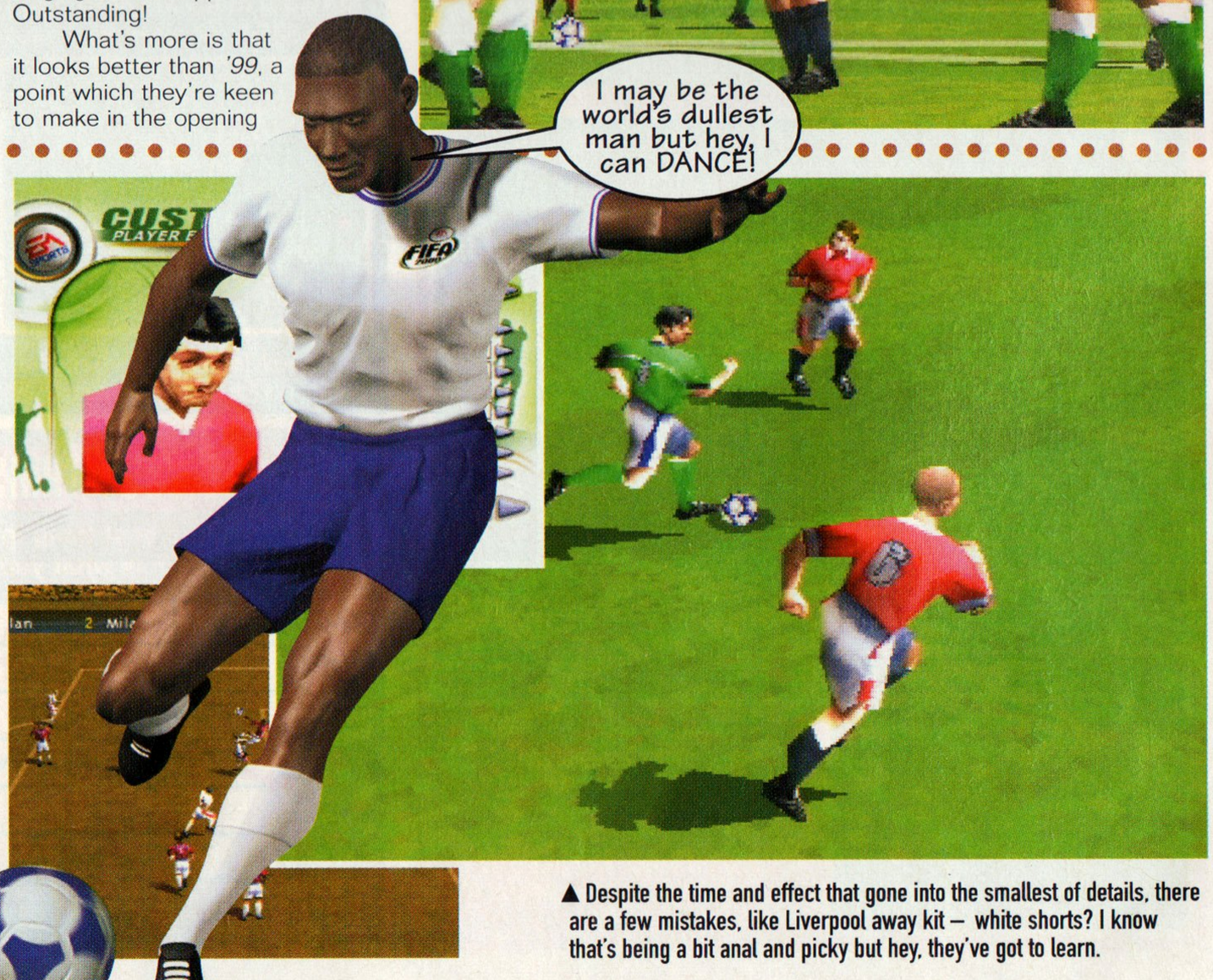
▲ Look! Down there! It's a corner flag. Now that's amazing.

► Believe it or not this is Maradona, trippin' out, man.

EA are the dapper dons when it comes to creating a complete package. Earlier this year they wiped their arse and flicked out *FA Premier League STARS* and a hopeless FA management sim, but when they pull their finger out you cannot fail to be impressed.

For options, licences and choice this is the bee's knees. This has all the teams, all the players and Robbie Williams singing for his supper. Outstanding!

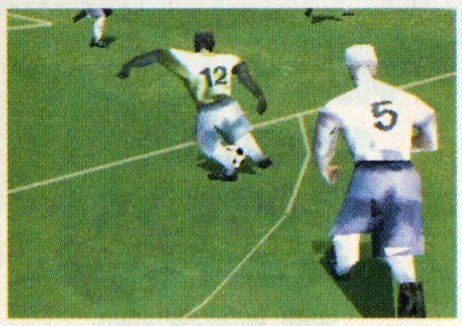
What's more is that it looks better than *'99*, a point which they're keen to make in the opening



▲ Despite the time and effect that gone into the smallest of details, there are a few mistakes, like Liverpool away kit – white shorts? I know that's being a bit anal and picky but hey, they've got to learn.

FIFA 2000

DEVELOPER: ELECTRONIC ARTS
PUBLISHER: ELECTRONIC ARTS
CALL: 01753 549 442
PLAYERS: 1-4
SPECIAL FEATURES: DUAL SHOCK
OTHER FORMATS: PC, N64



▲ The classic team mode has wash out colours to give it a 'ye olde' feel.

▲ Robbie Fowler shows how a penalty should be taken. Head down and smack it.

◀ The referees aren't the most lenient ever and any rash tackle can see you a man down before you can say 'Roy Keane's a dirty fella'. While the sliding tackle is useful it's best to stay on your feet and use nudge.

▼ The Argies are caught out playing rush goalie. As the keeper struggles to get back Michael Owen, or Mowen as I've just called him, bezzes past the defence and gains revenge for France '98.

sequence which shows the latest virtual players intimidating their predecessors with their meaty goodness. Then you've got shots of the stars performing the motion capture, wire frame creations evolving into fully fleshed players with ballistic action shots. You can tell that EA are really proud of the work their Canadian production team have done – while other games try to hide the signs of construction, EA continually shove their wares in your face.

And they have good reason to be proud, especially the way they have used the motion capture. No other football game has the subtlety of movement that *FIFA* has. The way the players control the ball and shape their bodies to shoot and spin away after scoring is scarily real. The same could be said of *'99* but a few more tricks have been added. Players can now shield the ball, repositioning it as they back into the opposition. Then when they spin away they can keep the defenders at arms length by continually pushing them away.

UP CLOSE

This is really important addition as football isn't all about cross-field balls and 30 yard screamers. It's about the personal battles, the tugs, the shoves, the shoulder-to-shoulder confrontations. Gamers have got past the point of being impressed with players being able to do the spectacular, and EA should be praised for trying to recreate part of the nitty gritty. It isn't sexy, you may never buy the 'Top 100 Shoulder Barges' video compilations, but it's this level of detail that any sophisticated game should include.

CHOICE

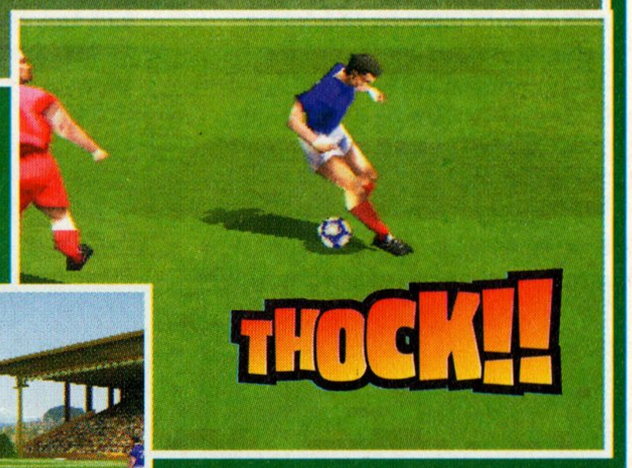
The detail extends to the team selections and team squads. The player's likenesses are still pretty ropey, but that can easily be rectified with the custom team mode. This is an example of the flexibility of *FIFA*. Such is the depth of the set-up options that if you don't like something you can change it. Whatever you feel EA have got wrong you can rectify with tinkering, even down to the players abilities, and while it doesn't go over board with the stadium selection, all you really need is a patch of grass in the middle to keep you happy.

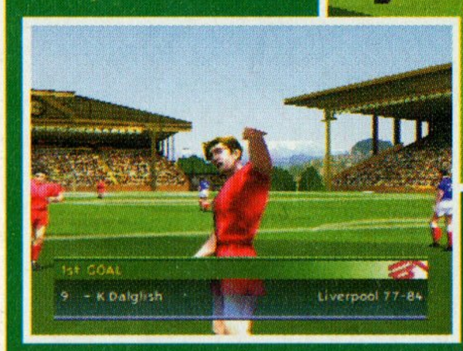
But it's what lies behind all the glitz and glamour that counts. Moseying round the options and messing with the replays, you can't help but think this is the best thing ever. But if you want to tinker with menus – go to a restaurant, if you want to listen to Robbie Williams, buy his album, the reason people buy *FIFA '99* is that they want to play football and it

3 CLASSIC TEAMS!

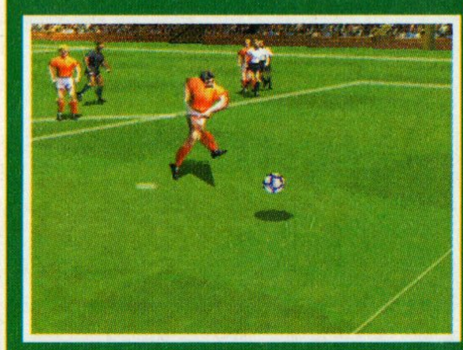
The true highlight is the classic teams. While this is a very simple trick and has been done many times before in other games, *FIFA* has included over 40 to select. There are specific line-ups such as England '66 World Cup Winners and selection of Brazilians. Then you've got classic era's such as Liverpool between '77-'83, plus the Japanese side of '86... While you may not notice much difference between them and the average team, it's still a thrill.

▲ His name was Ertson, but he was teased by other kids who called him Pele... and poo bum face.





▲ Here's the French maestro himself, Michel Platini blessed with elegance, poise, vision and a sharp footballing brain... but he's got a girls name.



▲ Cruyff was so famous they named a bird after him. So you've got the Common, Artic and now the Cruyff Turn.

▲ George Best, El Beatle, one of the most naturally gifted players ever. But loose drink and hard women led him astray.

▼ While you can almost always get a shot on target, the keeper is usually good enough to keep it out. So that means whether you score or not is luck. You just have to have enough shots before the game allows you to get one in. It's all a bit of a lottery really.

▲ Michael? Schmichael. That's what I say. I do, and I just did.

▼ The marking is not always that tight, so knock it in high!

RONALDO: IS NUMBER 9
PELE: IS NUMBER 10

NO. OF ROBBIE WILLIAMS: 1
NO. OF CLASSIC TEAMS: 30

MICHAEL OWEN: IS VERY FAST
MICHAEL OWEN: IS VERY SMALL

6 WRONG!

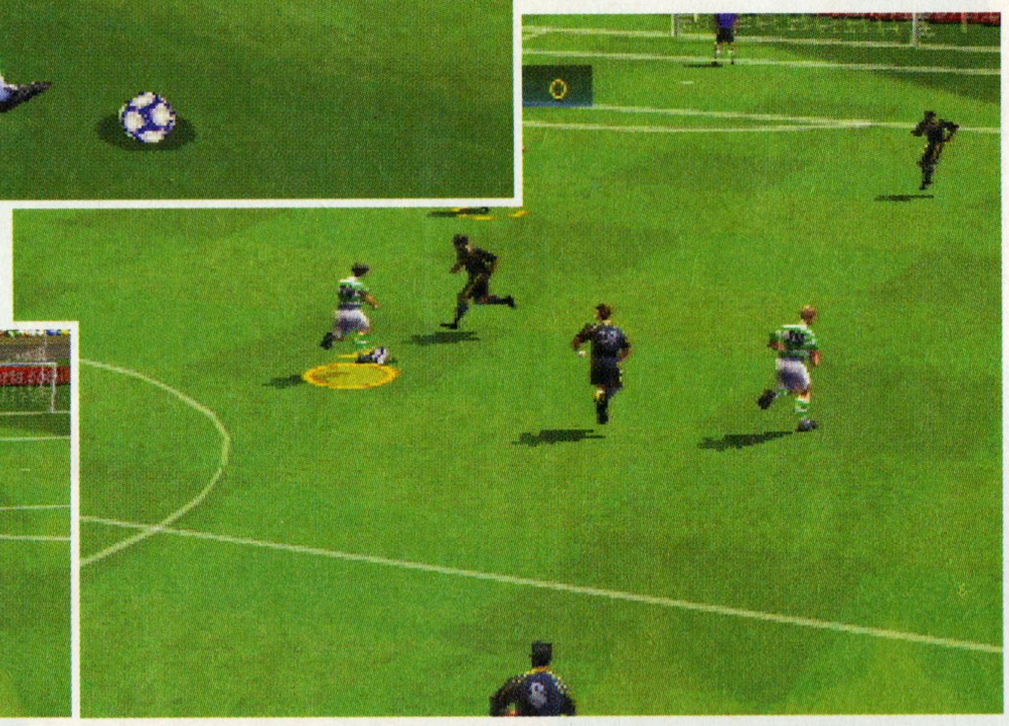
Even though it offers different formations, *FIFA* gets swapping wrong. Change from 4-4-2 to 4-5-1 and Robbie Fowler becomes your centre-back. What?!

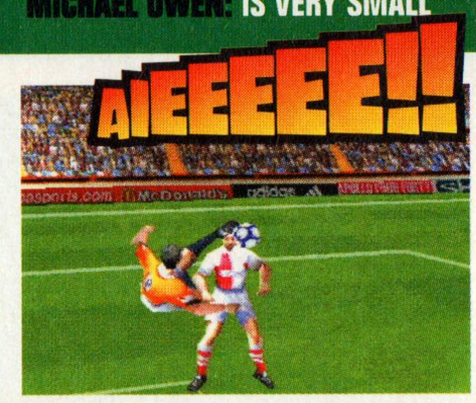
▲ First you decide you want to pack the midfield and choose 4-5-1...

TEAM MANAGEMENT
STARTING LINE-UP
Player Pos Status SPD SHT Overal
12 S.Hyypiä CB Start 5 4 46
9 R.Fowler CB Start 5 6 53
15 P.Berger SW Start 5 5 45
14 V.Heggem CB Start 5 4 48
2 S.Henchoz RW Start 4 4 45
21 D.Matteo DM Start 5 4 49
11 J.Redknapp CM Start 5 5 53
10 M.Owen DM Start 6 6 54
16 D.Hamann LW Start 5 5 51
28 S.Gerrard ST Start 4 5 49
7 V.Smicer RW Subst 6 5 49
HELP
Liverpool

▲ ...then the computer seems to randomly change players positions.

▼ If you've got space anywhere near goal it's worth having a crack.





▲ The replay option is as impressive as ever and reveals every tiny detail.

> "THE OPENING SEQUENCE SHOWS THE LATEST PLAYERS INTIMIDATING THEIR VIRTUAL FORERUNNERS WITH THEIR MEATY VISUAL GOODNESS."

is here where the problems lie.

What EA have done is become too realistic and provided too much flexibility freedom with the game play. They've made the players too good. Imagine if you had a real team where none of the players had a bad first touch, could land a 40 yard ball on the recipients toes, every striker could test the keeper from 25 yards and every winger could run at pace without losing the ball. You would tell them to play as direct as possible. Give it to the wingers, get up the pitch and get it to striker in space. Easy. And that is what the gameplay promotes and rewards – direct and unambitious play.

BAD FORM

On easy it's too easy, then when you step up a level the pace is so frantic you have no time to think and no time to build. When the action gets intense the frame rates contrives to choke the animation so bashing the buttons is your only option.

ISS 98's gameplay, which I still believe is superior, is quite limited and rigid. Sprint with the ball and your player is almost on rails and can lose the ball easily. Strikers have to pause and build up power before shooting which means their efforts can easily be blocked, and if it's outside the area the chances of it being on target are slim. Therefore, it lacks realism and flexibility as top players can change direction at speed and can generate power in a second. But the restrictions make the game more of a challenge. Only the most inventive passing will create space on the wings and only the cleverest of through balls will offer enough space to get a shot on target. But with *FIFA* why use the through ball when you can beat the defender with pace and then shoot? Why give any thought to your shot when the outcome is random whether it goes in or not?

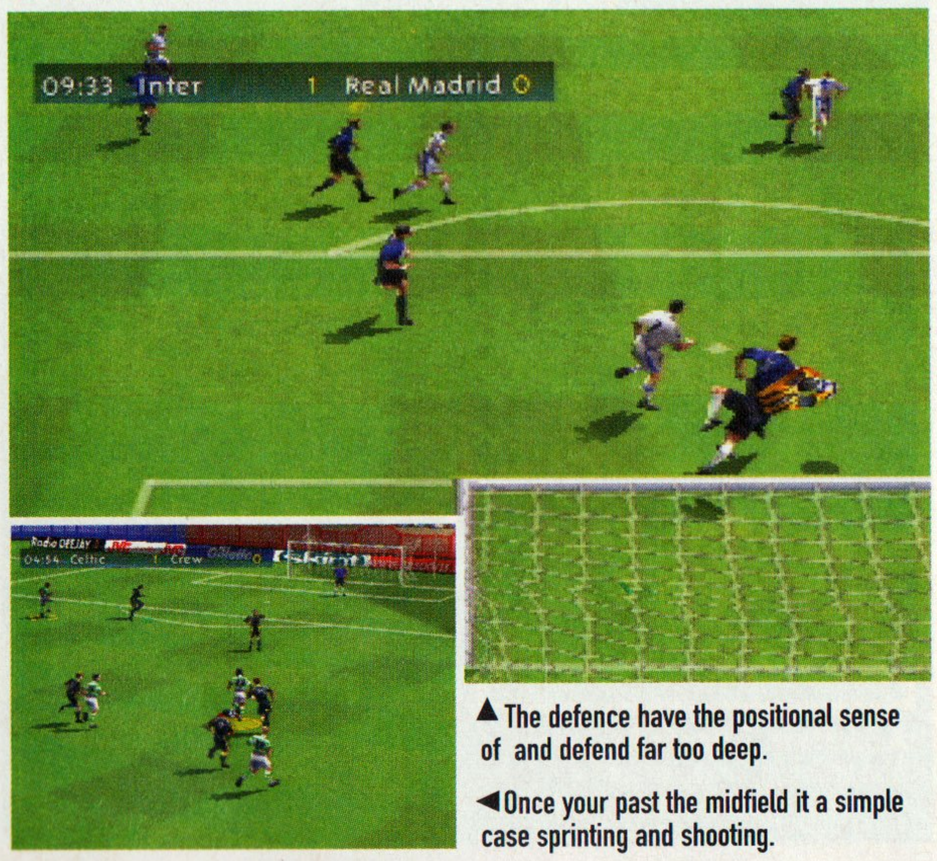
The real problem is in midfield. The short passing is awkward. Coloured arrows inform you how safe your next pass is, but trying weave through midfield is not worth it. The space is always out wide, and then it's just a case of sprinting, cutting in and hitting shoot. Where's the subtlety? Where's the challenge? Where's the gameplay?

There has always been a problem with *FIFA* gameplay and year by year they have added tiny improvements. What is really needed is a complete rethink, ripping up the existing approach and starting again. But as long as EA hide the flaws behind their licence and celebrity tie-ins then they will be happy to serve up the same slightly substandard football year after year.

TELEVISUAL

EA have successfully created a sim that looks like a televised game. Consequently, it's more fun to watch *FIFA 2000* than interact with it. The game will always be end-to-end stuff with spectacular shots and is safely the most exciting, fast furious football game about. But sadly it's lacking in any sort of craft. All the guile and hard work has been done for you in a production studio in Canada. The product is so manufactured, so polished, so developed that ultimately the gameplay is lost.

There's so much good to find in *FIFA 2000* and it deserves the success it will undoubtedly achieve, but until they manage to get the gameplay to match the quality of the soundtrack and licence they will always be second best.

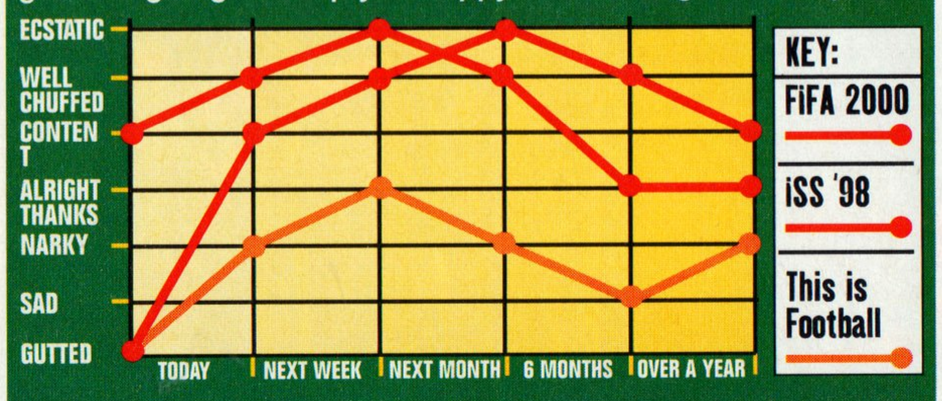


▲ The defence have the positional sense of and defend far too deep.

◀ Once your past the midfield it a simple case sprinting and shooting.

LOAD OF BALLS

Longevity – strange looking word... Anyway which footie game is going to keep you happy for the longest. Looky here



JUDGEMENT

PRESENTATION

Class in a glass. A quality finish with some deft touched and flicks in the build up. Plus groovy music.

GAMEPLAY

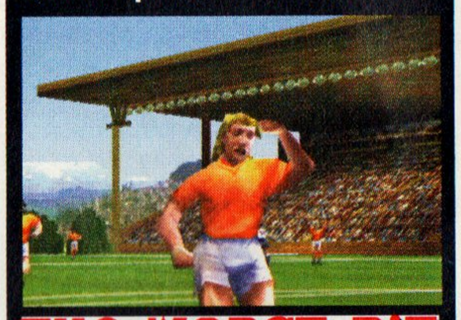
Full of detail and tricks but still smells, still pretty shoddy, still jerky and needs seeing to.

LIFESPAN

The number of teams and alternative settings should keep you busy until *FIFA 2001*.

THE BEST BIT

The Classic team selection. Who needs Man U when you can have a classic Japanese side from 1986...



THE WORST BIT

It's hard to find the cracks, but the gameplay still creeks. Also formations could be more chirpy.

I tell you, I would love it, I would really love it if they got round to sorting out the gameplay. Overall, as Robbie says "baby, it's alright."

78%

If you like this...

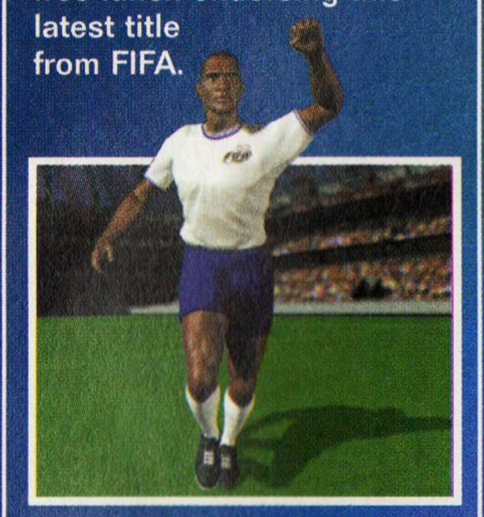
There's a whole world of *FIFA* for you to struggle with, or you can pluck one from the *ISS* stable.

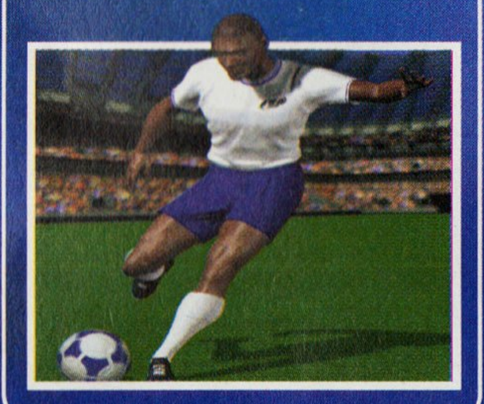
CUT IT OUT AND SLAP IT UP!

Games Master

CELEBRITY SKIN

Robbie Williams and Sol Campbell both earn their free lunch endorsing this latest title from FIFA.





FIFA 2000

The kids keep a-swearing, Kenny keeps a-dying, and we keep a-buying those games that are trying... to be something more than they are. is this the death knoll of South Park?

CHEF'S LUV SHACK

▲ It's the sixty-four-million dollar question, and here's...

▲ ... our panel of youthful contestants. How exciting!

The series is funny. The movie was great. The merchandise is quite cool I suppose and the music was amusing for a while. But this is where the 'Everything South Park is Great' bubble bursts.

Don't get me wrong, I'm a fan. I've got every programme on DVD. I've even got some of the merchandise but there's no way on Earth I can find any redeeming features in this ruthless cash-in crock. Think of a game. How do you see it. First-person shooter? Yeah, that worked (just). Racing game? (Yeah, cute *Mario Kart* thing, great.) Quiz game? Eh? Quiz game? As in asking questions and playing ridiculous little sub games? What a stupid idea. That'll never work. And guess what, it doesn't.

ANAL PROBE

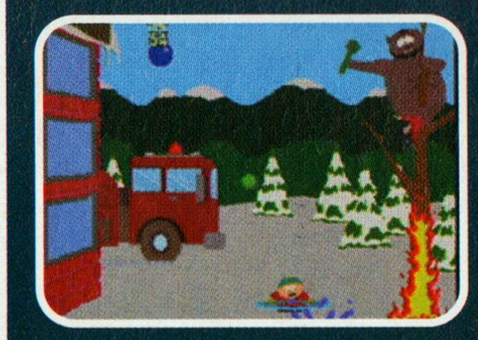
I would spend some time here telling you about the gameplay – if only it actually had some. Answering multiple choice questions on subjects that are so obscure and pointless that you wouldn't even find them in some underfunded school textbook is not gameplay. And throwing in some sub-games that literally only last for seconds doesn't herald game saving mechanics. Whichever way you look at it, *Chef's Luv Shack* is about as much fun as realising that it was actually YOU who had stepped in the dog dirt.

WAIT FOR IT

But it gets worse. Not only is there basically no gameplay in here at all, you actually have to put up with annoying loading times to find that out. Whenever the game switches to a sub-game or any kind of sequence you have to wait for ages. Then when it cuts back, you have to wait again. Whether this was an attempt by the developers to make the title seem long lasting or not remains to be seen, but doesn't exactly endear you to the game –

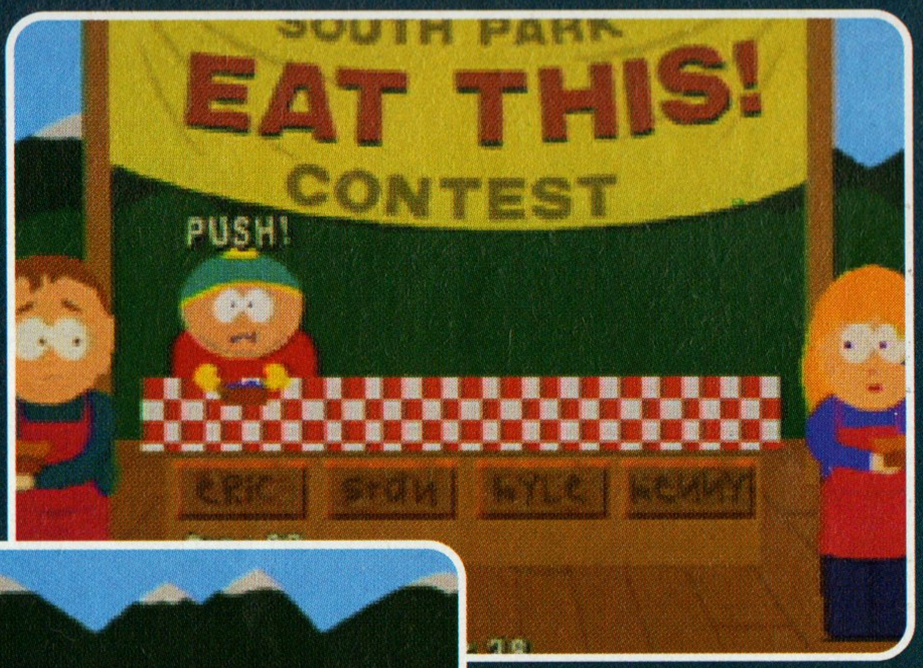
1 SUPER SUBS (WE WISH)!

Forget the horror of the question rounds. The only bits of *Chef's Luv Shack* that you want to see are the sub games which can raise the odd smile. Unfortunately, as soon as they start repeating themselves you'll get bored with these as well.



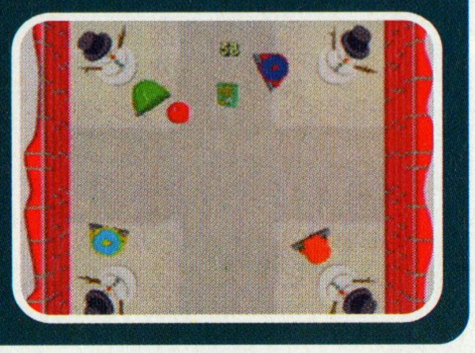
▲ The game accurately recreates the show's lo-fi visuals. Well, that's the programmers' excuse anyway.

► Eat as much as you can by bashing alternate buttons very quickly.

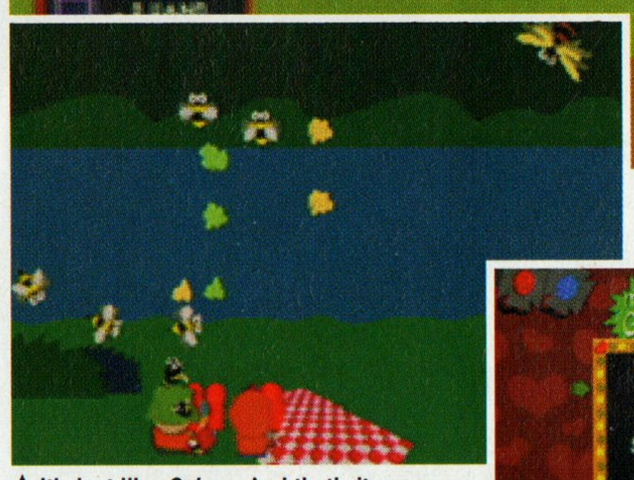


◄ Avoid getting trampled by this large herd of cattle. Or else.

▼ Retro gaming fun, now with hoods. You couldn't ask for more. Well, you *could*.



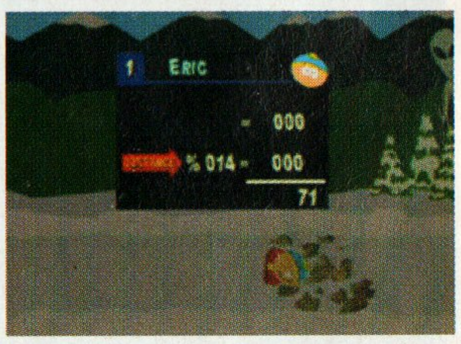
USE BOTH HANDS TO STUFF YOUR FACE WITH PIE.
PUSH EATEN PIES AWAY TO GET MORE.
PIG OUT 'TIL THE CLOCK RUNS OUT.
17
ERIC
EAT THIS!
CONTEST



▲ Bet you wish you could play this *right now*.

▲ It's just like *Galaga*. And that's it. Nothing less and absolutely nothing more.

▼ It's mini game *madness*! Oh, Spank the Monkey. How we chortled...

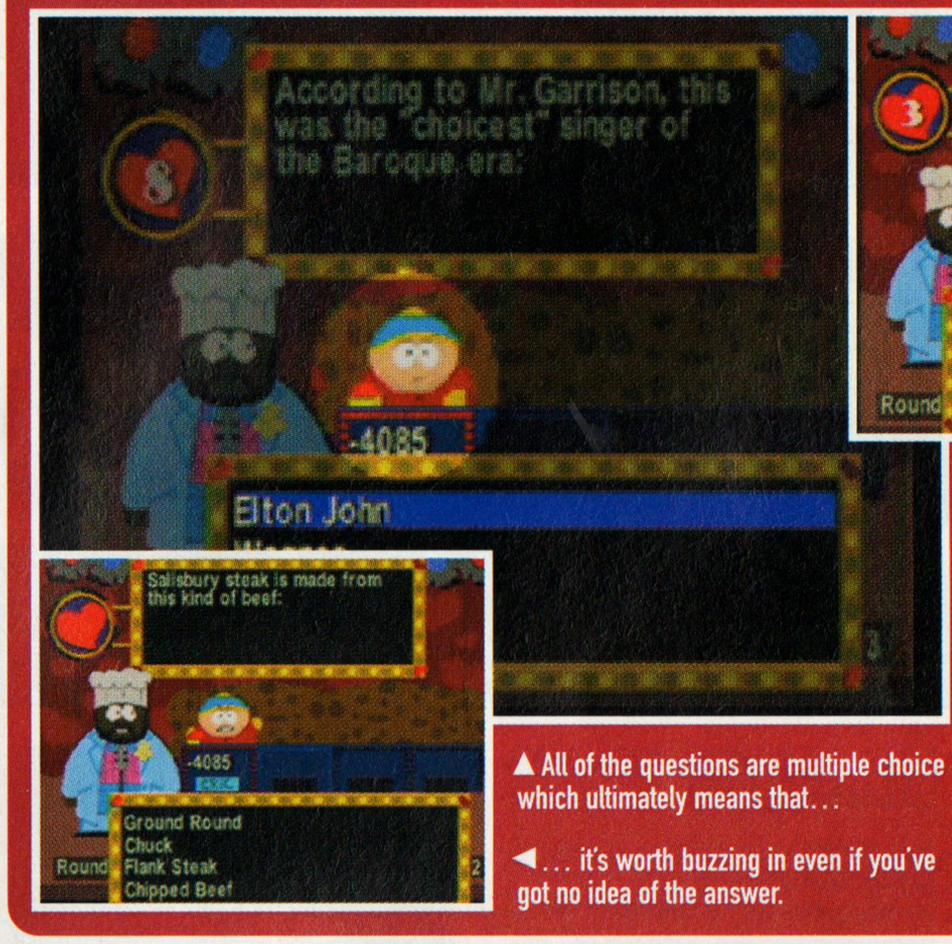


DEVELOPER: ACCLAIM STUDIOS
PUBLISHER: ACCLAIM
CALL: 0171 344 5000
PLAYERS: 1-4
SPECIAL FEATURES: NONE
OTHER FORMATS: PC

CHEF'S LUV SHACK

2 I'LL HAVE A 'P' PLEASE BLOB!

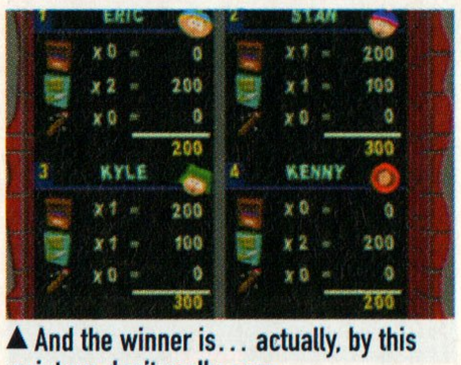
Mastermind is tough. The Krypton Factor is hard work. Blockbusters was worse. Fifteen-to-One is a bitch, but even the winners of those would struggle with these questions.



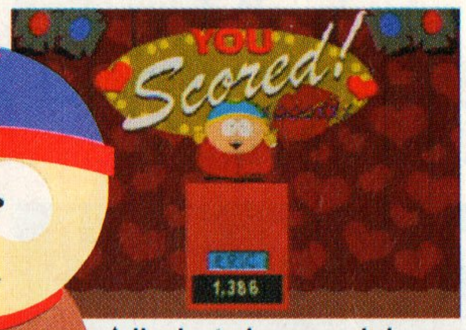
▲ Surely that should read, "Please buy this game." Don't, by the way.

▲ All of the questions are multiple choice which ultimately means that...

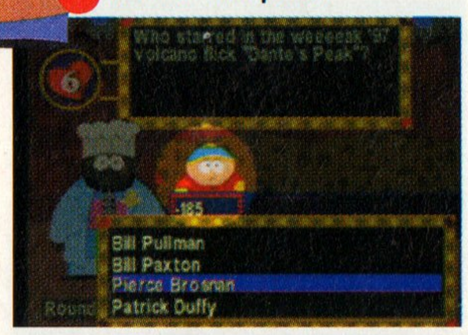
◄ ... it's worth buzzing in even if you've got no idea of the answer.



▲ And the winner is... actually, by this point we don't really care.



▲ He shoots, he scores, he's awarded 1386 points.



regardless of how much of a South Park fan you are.
But never mind, it has a four-player option. Multi-player is always a saving grace for anything that lacks a meaty one-player game. Never fails. Until now.

BORING

A multi-player game of *Chef's Luv Shack* soon degenerates into the most boring experience you'll ever have with your mates (short of them showing you their holiday video). There's too much waiting around before, during and after the subgames. Worst of all though, when the questions are being asked, you can buzz in straight away and it'll display the rest of the question for you, then the answers. The whole game ends up revolving around who can press their button the fastest. Now that's what we call solid style of gameplay...

Acclaim have managed to single handedly derail the seemingly unstoppable South Park popularity train with one release. This is the kind of thing that will no doubt go down a storm in the States, where little things like the game being rubbish seem to have little effect on its chances of getting to the top of the charts and selling loads of copies.

SUCKS ASS

If ever a game proves that you need more than a big license to produce something worth playing, this is it. Just think what Rare did with the Bond license and *Goldeneye 007*. Think what Fox did with the *Aliens vs Predator* license. Think what Acclaim did with the WWF license and the wonders of *Attitude*.

Now look at what the developers at Acclaim's US studio (the studio responsible for *Turok* don't forget) have managed to do with the South Park deal. Well done boys. How we're looking forward to the next *Turok* now that you've shown us what you can do with a license. Oh yeah...

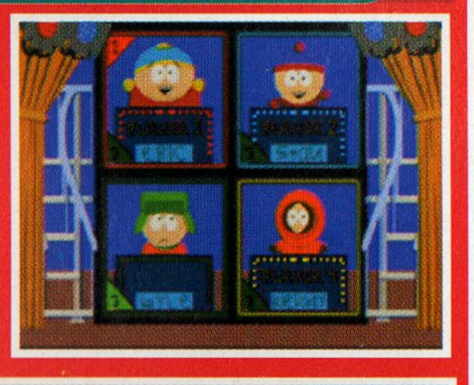
DON'T BUY IT

Chef's Luv Shack is so flawed and crippled in the gameplay stakes that if it was animal it would have been put down at birth, and perhaps it shouldn't have never lived beyond the conceptual stage. With no redeeming features, plus a multi-player mode that's about as exciting as watching back to back episodes of Heartbeat, *Chef's Luv Shack* is nothing more than a total rip off.

We hate to say it but *Chef's Luv Shack* is ruthless cash-in trying to get the most out of South Park dollar before the inevitable slide in its popularity and ratings. Please avoid this game at all costs. Thanks.

3 BE BILLY NO MATES!

You like your mates and your mates like you, right? Want to change that arrangement? Easy. One four-player game of the biggest crock to hit the PlayStation is all it will take. The questions are too hard for kids, and the sub games are too easy for teenagers.

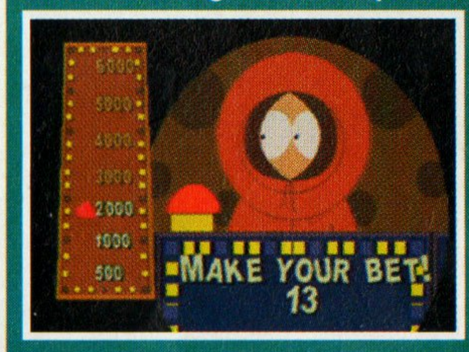


▲ Even the multi-player game is about as entertaining as loading South Park samples onto your computer...

◄ ... and then setting them to go off every time you receive a new e-mail: ie, it's just really, really irritating. And gay.

4 TAKE A GAMBLE!

As if we care. But you can risk all by gambling big points on answering the next question. Whoopee-flipping-doo.



▲ Here's Kenny about to make his bet. And he's only got 13 seconds left to do it!

▲ Cartman is being equally daring and risking a whole 2000 points. Oooooh.

CHEF'S DUFF SHACK...

Bit of a foregone conclusion this, but let's see how *Chef* lines up against other gaming heroes.

	CHEF	MARIO	LARA	MR HANKY
TERRIBLE GAMES	💔	❤	💔	❤
DO WE LIKE HIM	💔	❤	❤	❤
PERSONALITY	💔	❤	❤	❤
OVERALL APPEAL	💔	❤	❤	❤
APPEARANCES IN GOOD GAMES	💔	❤	❤	❤

"A QUIZ GAME? AS IN ASKING QUESTIONS AND PLAYING SUB GAMES? WHAT A STUPID IDEA. THAT'LL NEVER WORK. AND GUESS WHAT, IT DOESN'T!"

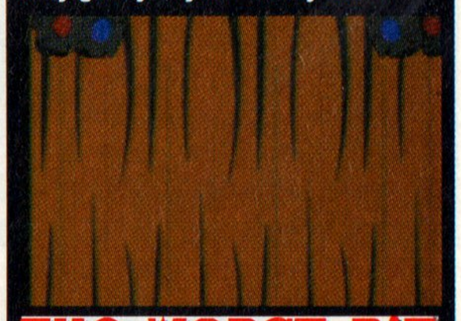
JUDGEMENT

PRESENTATION
Even for South Park graphics, this is dodgy. South Park kicks ass; *Luv Shack* sucks it.

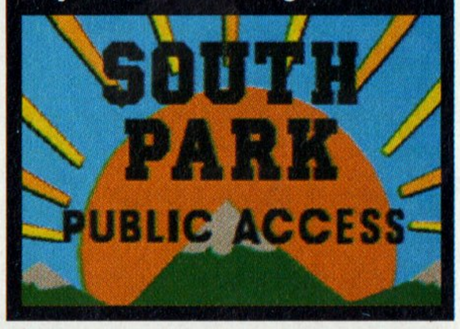
GAMEPLAY
Where'd it go? One or two of the sub-games are pretty average. Everything else sucks.

LIFESPAN
One go in single player mode, three maybe four at most with four players. Then it's a dodo.

THE BEST BIT
The fact that you can turn it off and take it back to the shop, hoping they give you your money back.



THE WORST BIT
That bit between turning the PlayStation on, and turning it off. Oh yeah, that'll be the game then.



Guaranteed to have a life expectancy way beyond what it deserves. An absolute shower. Shame on you Acclaim!

20%

If you like this...
Then you're obviously insane and should not be allowed near sharp implements. Padded cell time.

Reviewer

Tim Weaver

it's your little pink friends – and they're tougher than ever! Worms Armageddon, come in, sit down, take the weight off your segmented behind and let off that Uzi...

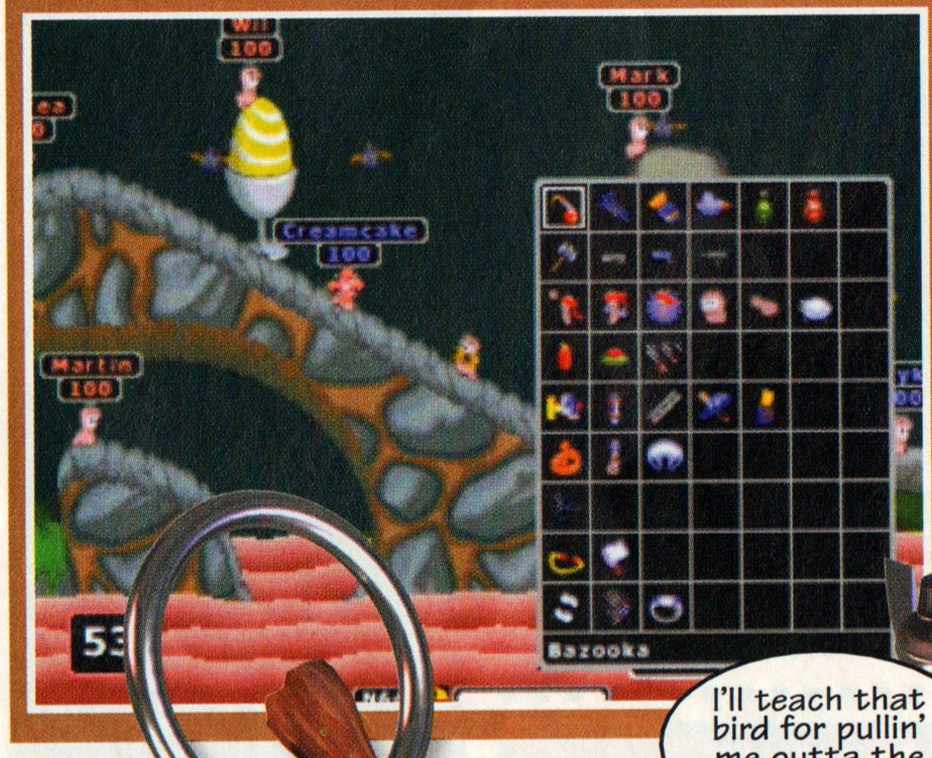
WORMS ARMAGEDDON

1 RANDOM ACTiON!

The random landscape generator in *Worms* throws up some reet tasty layouts. Get a load of this lot!

▲ Weird goings-on in this weird-looking set-up. The background's nothing spesh.

▲ Christmas time! But the only pressie this worm's gonna get is some Uzi fire.



Back in the days when they were the Rare of the Amiga world, able to do no wrong while churning out hit after graphically dazzling hit, developers Team 17 created *Worms*. Like DMA suicide-em-up *Lemmings*, *Worms* was a fair old chin-scratcher, but it relied less on ladders, spades and cute yelping sounds and rather more on machine guns, cluster bombing and, er, explosive sheep.

And it's probably the reason that *Worms* in still kicking around over seven years later (albeit in a slightly revised form) and *Lemmings* isn't. After all, there's only so many lemmings you can save before you get bored. But, banana bombs and poisoned skunks... now that's a bit different.

SiMPLE

You simply *won't* play a simpler game than *Worms*, and *Armageddon* is no different. A conversion of the year-old PC hit, the only changes to the formula are a few new weapons, some rib-ticklingly amusing sampled speech and a much tweaked single-player game. Other than that it's same old, same old. You take control of a group of worms, while the CPU or a mate takes another, and then all you've got to do – with a *massive* arsenal at your disposal – is destroy the other side.

The one-player missions have always been where *Worms* falls down a bit. As a multi-player game it arguably can't be beaten – get a few friends round (up to four, in fact) and you might not ever switch it off – but, when you're up against the computer, it invariably becomes an endlessly depressing showcase for how accurate the CPU can be with bazooka missiles and Uzi's. Not so in *Armageddon*. The single-player game has been refined, with the computer teams taken down a peg or two, allowing human players to give as good as they get. You'll still get hit by the *occasional* amazingly accurate shot, but not often. And the added brilliance of specific mission objectives like having to assassinate the enemy captain, or being ordered to stealthily creep into enemy territory to pick up a new, all-powerful weapon makes it even better – and makes it last.

CROWDED

But *Worms* has, and always will be, best when it's being played in multi-player. There's a staggering amount of weaponry to choose from (and getting a good points tally in one-player means even more guns in multi-player), and with four of you making similarly misjudged bombing campaigns (half the fun is accidentally blowing up members of your own side!), or taking out your mate's worms with mortars, or experimenting with the frankly fantastic poisoned skunk, multi-player *Worms* simply gets better and better. There's also some Grade A detail on the little blighters themselves: when they

▲ The genius of *Worms* is it's turn-based play, so it's fairly strange to find that there's an option in *Armageddon* to skip between *Worms* at will. It takes away a little of the *Worms' feel* as it means you can jump to your most healthy worm.

WORMS

2 TRAIN OF FOUGHT

The training mode in *Worms Armageddon* is a perfect way to get a feeling for the fantastically difficult trajectories of the both the grenades and missiles.

◀ The training mode gives you specific tasks to accomplish, such as this grenade training...

▲ ... where you have to hit as many targets as you possibly can in 90 seconds.

ready themselves for battle, they frown and charge. When you select the Dragon Punch, they pull down a head band, Ryu-style, and with a gentle tap of Z, 'hi-ya!' into battle against the enemy.

LANDSCAPES

A fantastic addition to the game is a random landscape generator, which means, even from game to game, you'll never have to play with the same landscape. As has always been the case with *Worms*, the simpler landscapes make for the best multi-player games – too much jumping around (A) and backflipping (double tap of B) wastes too many precious seconds – but, if you're unfortunate enough to be stuck in a hole without a jetpack to hand, you can always launch a homing missile – KA-BOOM!

If there's a problem with *Armageddon* it's that the controls take a while to get used to. With worm movement on the C's and landscape movement on the *analogue*, you often end up trying to move your worm with the analogue and launching a weapon without even having your worm on screen. This also begs the question: why, oh why, oh why didn't Infogrames include a proper flippin' zoom? Too often you can't aim a grenade or missile properly because some fool decided *not* to include the option to view the whole landscape. Tsch. Surely that's the first thing that's needed in a title like this one.

OUTSTANDING

Still, with its improved one-player plus some tasty new weapons and a reliably superb multi-player game, *Worms Armageddon* is still an absolutely tipperty-top strategy title. It hasn't come an *awful* long way since its debut in 1992 but, then, why should it? If this latest game is anything to go by, *Worms* is still as teeee-rific as it ever was.

2 WEAP YOUR BUTT!

Weapons? Get involved! Worms has 'em all: flame-throwers, machine guns, grenades, rocket launchers, *Street Fighter*-style dragon punches, baseball bats for that Joe Pesci touch and, if all else fails, cluster bombs to take out entire landscapes. Some would say there's maybe too many. But not us. We say, "Bring it on, buddy-o!"

▲ Look at Worm 4 go! The little pinkies go fliiiiiiii-ying when you catch them right. Weapons like the cluster bomb also provide some spicy afters too.

▲ Tiny landscapes like these are undoubtedly the best, as tactics come in: if you're too wayward with your aiming, your own worms will pay the price.

▲ Hehehehe. Homing missiles are a fantastic way of getting round niggly edges and bumps in the scenery.

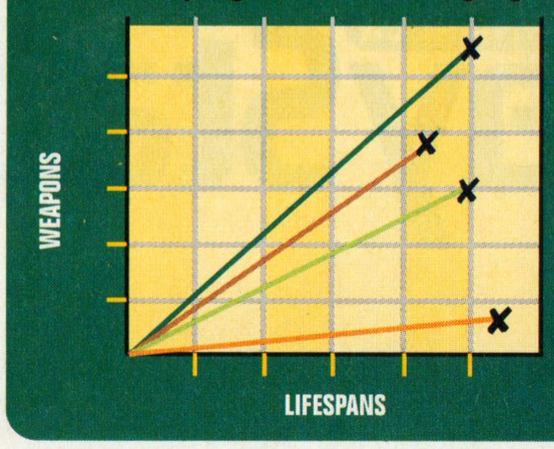
▲ Iiiiiiit's Uzi time! The handguns in *Armageddon* are surprisingly powerful – and the shotgun takes heads clean off!

◀ Aha! Beautiful. The weapons in *Worms* are absolutely top grade. Aim, launch and watch 'em KA-BOOM!

◀ Uh-oh. Someone's about to have a three course rocket meal. Nasty business, that.

WORM-OMETER...

Worms verses special agents and plumbers? Sounds like one ker-razy fight to us. Let's go get a ring-side seat...



> "WITH FOUR OF YOU MAKING MISJUDGED BOMBING RUNS, HALF THE FUN IS ACCIDENTLY BLOWING UP YOUR OWN TEAM MATES."

GM JUDGEMENT

PRESENTATION

It's 2D, so nothing special graphically, but the effects are cool and the speech is fantastic.

GAMEPLAY

You'll pick it up in two minutes, then won't be able to put down. Niggle? Controls can be a bit fiddly.

LIFESPAN

Aaaaaaages. The one-player game offers plenty more longevity, and the multi-player's real sweet.

THE BEST BIT

The weapons! If we had to choose one, it'd be the exploding sheep. Watch it bounce and bleat, baby!

THE WORST BIT

No zoom mode, and maybe those controls. For the first few games, it can lead to plenty o' mistakes.

The improvements made to the one-player game, and one of the best multi-player games around, means yet another top drawer title.

86%

If you like this...

You'll maybe be up for a spot of... uh... *Command and Conquer*, maybe. Or how about *Mario Party*?

GOT THIS?

OFFICIAL UK
PlayStation Magazine
THE WORLD'S GREATEST RACER IS BACK!
PLAY IT HERE NOW!
WORLD EXCLUSIVE!
PLAYABLE DEMO AND HUGE PREVIEW!
GRAN TURISMO 2
THE REAL DRIVING SIMULATOR
REVIEW
RESIDENT EVIL 3
SMASH BITS
METAL GEAR: THE MOVIE?
TOP SECRET
PLAYSTATION2 UPDATE ■ TONY HAWK'S - THE COMPLETE GUIDE
WRESTLEMANIA ■ COLIN MCRAE RALLY 2 ■ PSM VS WU-TANG CLAN
NURSE PAIN DOLES OUT THE MEDICINE ■ ISS PRO EVOLUTION

READ THIS!

AND GET THIS – *FREE!*

OFFICIAL UK PlayStation Magazine

• All the very latest PlayStation news, previews and reviews • The only PlayStation magazine with a packed demo disc every issue

The *Official UK PlayStation Magazine* is the world's biggest-selling PlayStation magazine. On sale every 28 days, it's the only magazine with an official licence and demo disc. Got a PlayStation? Get this.

CARMAGEDDON

PlayStation

Reviewer

Les Ellis

You'll hear loads about just how 'nasty' this game is. What you won't hear from the popular press is that it's actually not very good. At all...

CARMAGEDDON

1 CAR WARS!

How to lose friends faster than if you started playing Westlife CDs all the time. Introduce someone to two player *Carmageddon*.

▲ Chase each other round a stage, won't that be exciting? Nope.

▲ There are other modes, but they're just as dull as each other.

▲ Congratulations, you found another car. Now watch the glitches as you trash it, ensuring you never have to finish a race.

► Don't worry about damage to your car, you can instantly repair it.

▲ Hard to believe that something as bad as this could cause so much controversy.

Things that rely on a single gimmick to be successful are doomed. Sooner or later, people will see through that gimmick and realise how shallow it is, no matter how gullible they are.

Carmageddon is the perfect example of this. You get to run people, sorry, zombies (mustn't upset the BBFC again) over and splash blood all over the place. This road rage is thinly veiled by a racing game cover where you can also ram your opponents to win. At least on the PC it also used some neat graphics to try and cover up the obvious holes in the gameplay. Not a trick they can use on consoles though.

LOST THE PLOT

The PlayStation is hardly lacking in racing games, or smash-em-up games for that matter. So for SCI to imagine that a poor mix of the two could stand out above the pack shows how deluded they really are. With 'realistic physics' that seem to equate to an uncontrollable car as soon as you start colliding with stuff, the game gets off to a really bad start.

YAWNAGEDDON

As for this title's other faults, how long have you got? Enemy car AI that's a joke and sees them smashing into walls for no reason, graphical glitches all over the place and action that gets so repetitive on every level that you'll be asleep before you can reach for the off switch.

Yeah it's got a blood-thirsty gimmick, but it's executed in such a tedious way that you really couldn't care less. Go and play a proper game instead.

2 CARMAGEDDON IT!

We can sum up this game and what you have to do in three screenshots. Just do these things, and repeat them for stage after stage until your brain explodes from boredom.

▲ One for the *Gran Turismo* fans. You can try to complete all the laps and win.

▲ You could just trash everyone so that you're the only car left moving.

◀ Sky One will probably screen a Videogame's Scariest Car Chase series after playing this.

JUDGEMENT

PRESENTATION

Flawed graphically, plenty of loading going on and not at all appealing to any grease monkey.

GAMEPLAY

Shoddy handling and dull repetitive action trashes the one-player game. The two-player ain't bad.

LIFESPAN

Plenty of levels, but all with lifeless gameplay so you won't want to see many of them.

THE BEST BIT

Obviously running over a huge queue of people (doh! Zombies, sorry). Well it made me laugh.

THE WORST BIT

Handling that leaves you airborne or in stupid positions way too much. Unforgiving and tedious.

The blood gimmick wears thin after a few races leaving you with a tired formulaic racer that gives you no incentive to keep playing.

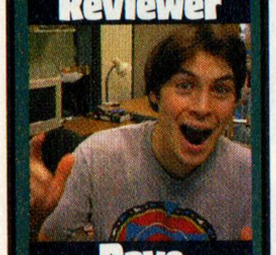
32%

If you like this...

Get a life – or even better get *Twisted Metal 2* or *Gran Turismo*. Both are available on Platinum.

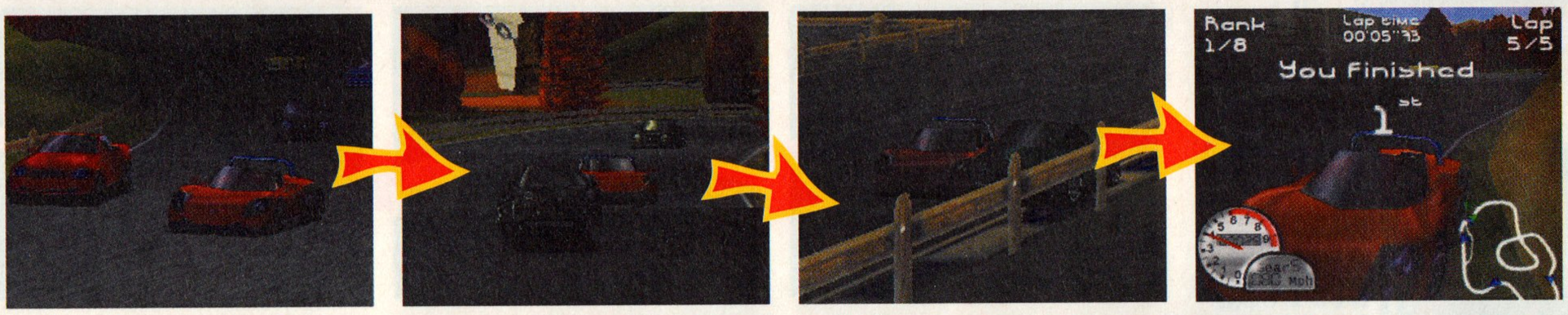
DATA ▶ FORMAT REVIEWED: NINTENDO 64 PRICE: £40 OUT: NOW

Reviewer



Dave Harrison

Feeling low? inadequate? Feeling you lack a certain zest in you life? Well get yourself a decent driving game for a start, Mr N64. Hey and get a haircut as well!



ROADSTERS

▲ Despite the fact they are racing in a sub zero Alpine wonderland, the drivers are determined to have their roof's down and wear short sleeves. Cool! Literally.

As the number of driving sims suffocated the PC and console world, N64 owners were left to smell the fresh air.

Mainly because they were neglected when it came to decent driving titles. While the PlayStation had their *GT*'s, *TOCA*s and *RR*s all the N64 could handle was its lack of software. Even the excellent *World Driver Championship* could not paper over the void.

So it's almost worthy of a mini-celebration that N64 gamers will be able to get some lead and exhaust toxins in their diet thanks to this latest title from Titus – a company slowly atoning for their Superman sins.

It just seems a shame that it has taken so long to add some spice to a N64 genre where you couldn't feel the width or quality.

SPOT ON

Coming from the *GT* 'really real' school of thinking, this can be classed in the big grey area that is 'arcade simulation'. What it does is provide instant get-out-and-go with realistic handling and a sophisticated learning curve. Interestingly, it's quite a lot like a *Ridge Racer*, which is one driving franchise that is destined for Nintendo's machine.

From the start, it's standard racing fare. Taking the Roadster Trophy option you begin life in the third Division. You must then drive like the wind and be a winner to manage to move up a division.

CAR CRAFT

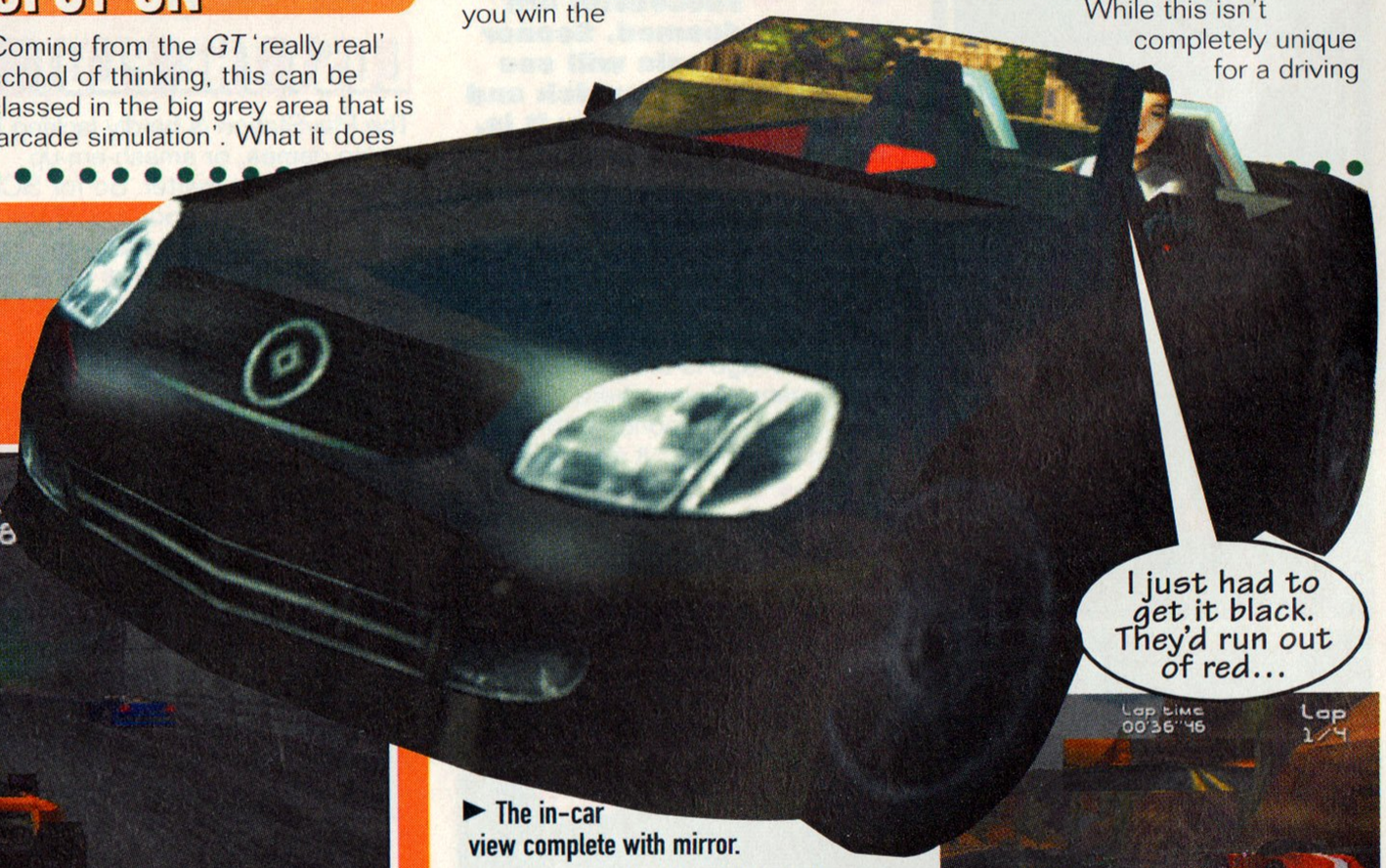
Thirty cars can eventually be chosen. Many have an official license but a there are a few that borrow heavily from, and by that I mean nick, famous designs. You've got your Alpha Romeos, your rip off Beamers, basically anything noisy, flash that compensates for personal shortcomings. All of which can be improved with a little tinkering.

The more racers you win the more money you earn. With this money you must first pay for your entrance fees to the various competitions. But you can take any loose change remaining to the garage. Along with travel sweets and barbecue equipment you can invest in new tyres, engines and go faster stripes to upgrade your car. Or if you have enough, you can buy a completely new one.

HANDLING

While all the vehicles may all be drop top and flash, they all have significant difference in the way they perform. While you may feel inclined to always go for the motor with the highest top speed, the poor handling will make it completely useless on some of the tighter courses. Consequently, building up a well balanced garage of cars becomes a key objective. Secondly, you must then learn how each handles to exploit their strengths on a suitable course.

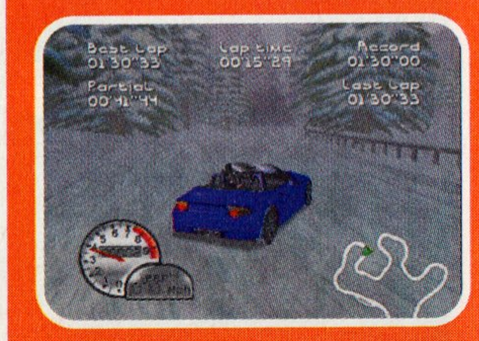
While this isn't completely unique for a driving



I just had to get it black. They'd run out of red...

1 GRiPPiDY-DOO-DAH!

To get to the top takes dedication. Dedication's what you need. You must know your car, be at one with the car. Only when you have listened to the cars needs can you compete.

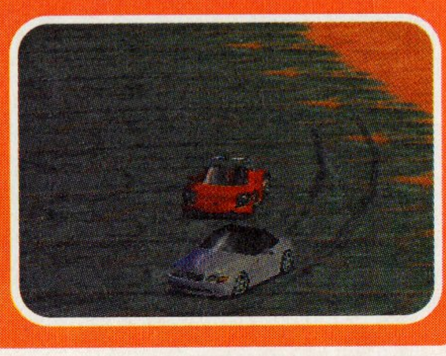


▲ Selecting the studded tyres and a nippy car is essential for the wintry conditions.

► The weather can turn during a race so make sure you come prepared.

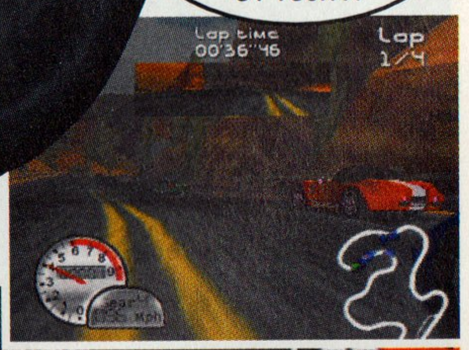
◄ If you choose the wrong tyres for the weather you'll lose time trying to swap.

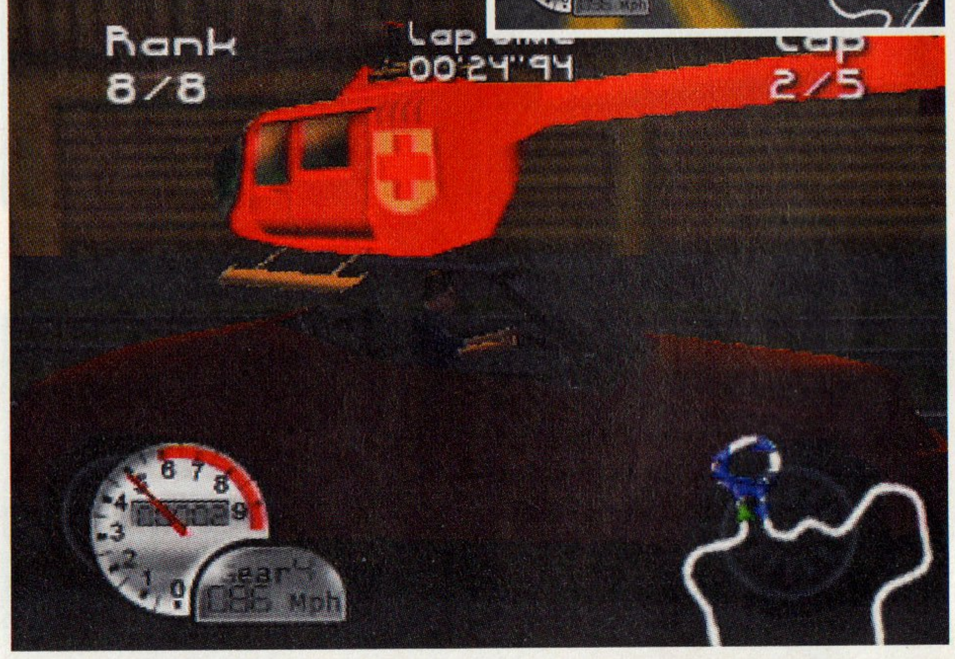
▼ It's not always possible to slide round corners, so be sensitive on the throttle.



► The in-car view complete with mirror.

▼ Oooh and aaah at the sight of a huge bright red chopper on the trackside.





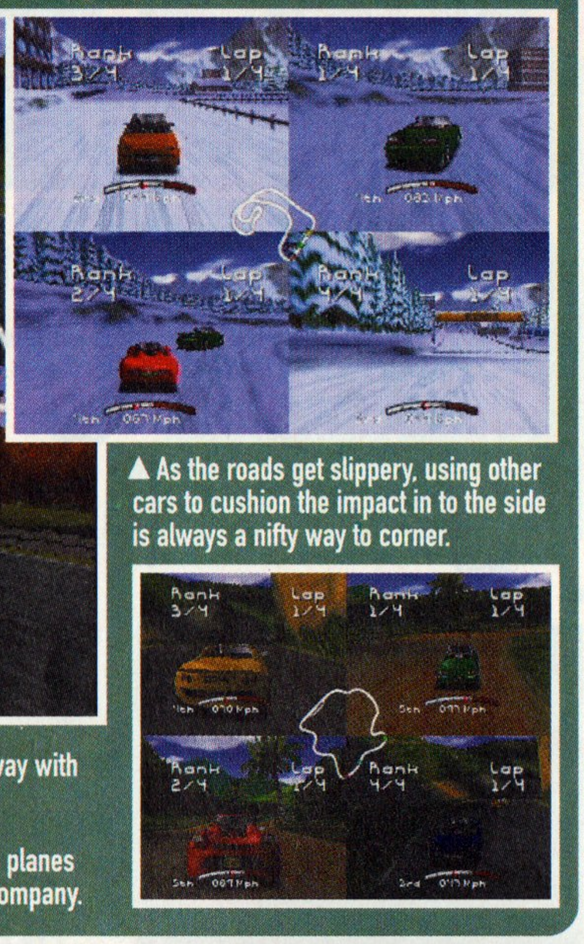
ROADSTERS

2 CRAMMED!

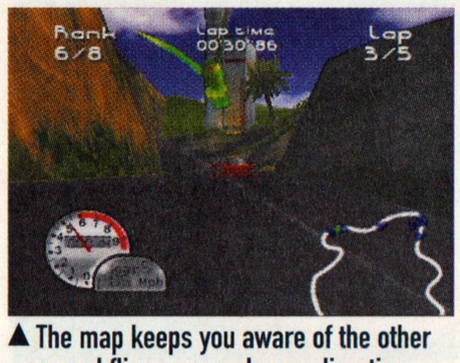
If things aren't leaping from the track side then it's the AI drivers smacking into you! Or how about a friendly tussle with your mates. You can then race against them as well!

▲ The N64 has always led the way with multi-player driving delights.

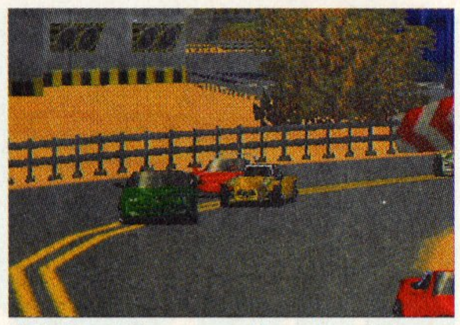
◀ Apart from vehicles there are planes and huge parrots to keep you company.



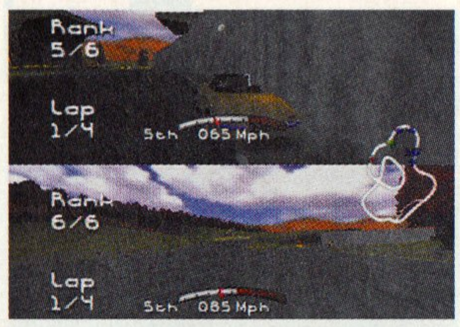
▲ As the roads get slippery, using other cars to cushion the impact in to the side is always a nifty way to corner.



▲ The map keeps you aware of the other cars and flips as you change direction.



▲ Fortunately your car doesn't sustain damage so batter your way through traffic.



"You've got your Alpha Romeos and Beamers, basically anything noisy and flash that compensates for personal shortcomings."

JUDGEMENT

PRESENTATION

Very slick, Rick. The tracks are cutely varied and are all lookers. The cars lack detail though.

GAMEPLAY

Easy enough to slip past first gear but has enough trickery to make the later courses a real challenge.

LIFESPAN

It won't take long to complete but the desire to build your garage and the multi-player option will last.

THE BEST BIT

Working hard, earning some money and then going and treating yourself to a new exhaust pipe!

THE WORST BIT

Reversing when you've ended up in a jam. Too many buttons to press which costs you precious time.

This won't have you dancing in the streets, but while it lacks the detail of many driving sims it's a smart cookie that won't let anyone down.

80%

If you like this...
World Driver Championship is your best bet or wait for *Ridge Racer* to make it's Nintendo debut.

sim, it's Roadster's execution of such detail that earns it your respect. You start to realise there's much more behind the arcade and cartoony exterior.

BODY WORK

Saying that, this is in no way a knock to the quality of *Roadsters* appearance. In fact it this the first thing that impresses mainly because it doesn't look like an N64 game. Unfortunately, we have come to expect a veil of fog over the Nintendo horizon, but with a gust of fresh air, the skies seem to have cleared in Roadsterland. Continuing the arcade chic, the tracks are sprinkled with larger than life action with dinosaurs lumbering into the frame, planes skimming the road and a roller coaster tumbling past.

While this is a quality product, it really doesn't offer much new to the world of the driving sim. *Roadsters* is a solid performer, a steady middle lane driver. Even the name – *Roadsters* is a safe choice. If this was released much earlier in the N64's life there would be excitement, but now it seems a little too late.

▲ While Roadster's boasts 40 tracks, the developers have taken the clever Ridge Racer way of making the most of what they've got, with the same tracks being used in reverse.

3 TINKER, TAILOR!

You got the look you want, but has it got it where it counts kid? If you're got the cash, a bit more horse power under the hood wouldn't go amiss or how about a new air freshener? Go shopping and you can accessorize to your hearts content.

▲ £13,500 for an engine! You could buy yourself a new car for that! Ah, but these are special super-duper engines.

◀ When choosing tyres be aware that the round ones are usually the most effective and black looks dead cool.

4 SOLDIER, SPY!

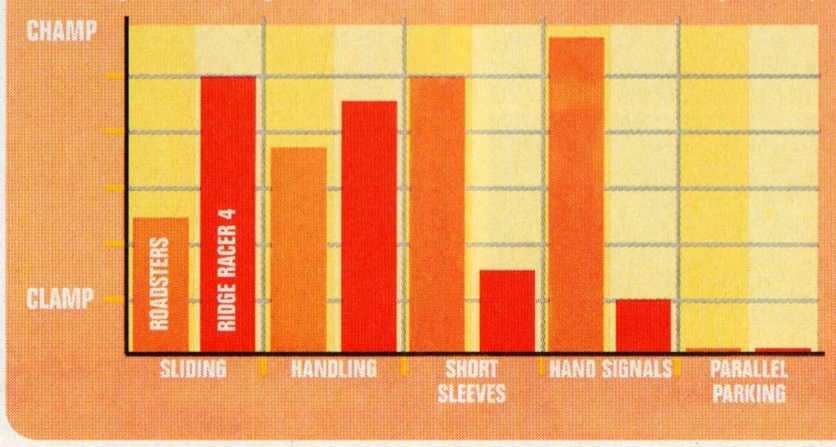
There are eight different racers to choose from all visible during the race, who wave as their cars zip past. Charming.

▲ You can rename all the drivers so here, nipping round the bends, is James Dean.

▲ Watch as the driver moves the steering wheel and punches the air in delight!

START ME UP...

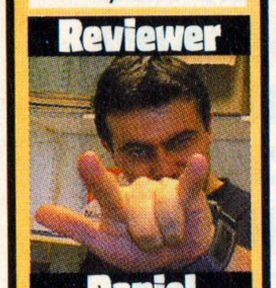
Arcade simulation eh? Sounds a bit like a certain *Ridge Racer* game thing I heard about. So how do they compare.



DATA ▶ FORMAT REVIEWED: PLAYSTATION
PUBLISHER: CODEMASTERS
OUT: NOW
CALL: 01926 814 132
PRICE: £35
PLAYERS: 1-4
DEVELOPER: JESTER INTERACTIVE
OTHER FORMATS: PC

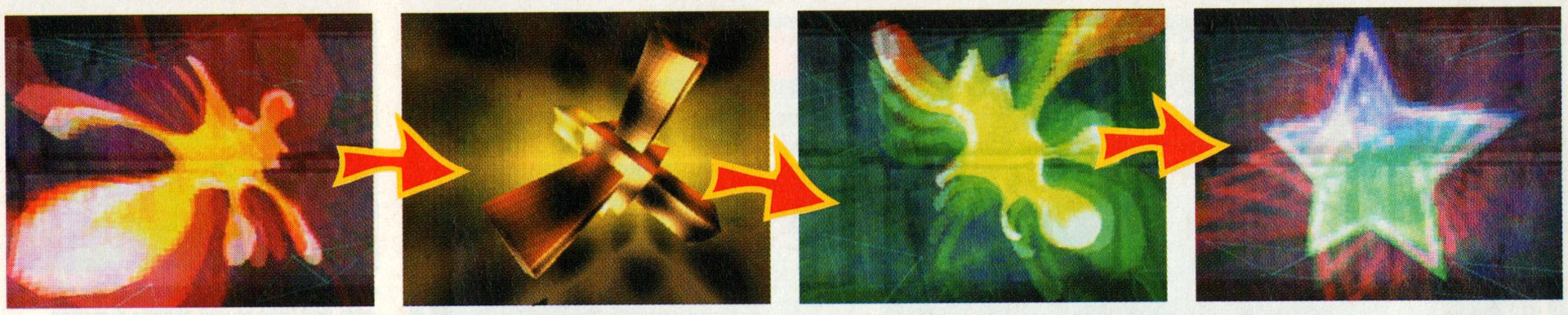
PlayStation

Reviewer

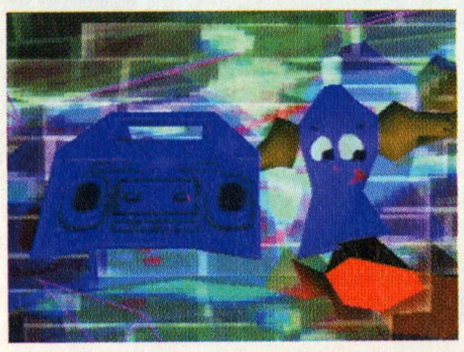


Daniel Griffiths

Stop making shapes and start using them to crank out massive choons for the masses!



MUSIC 2000



Wiiicked and wild! GamesMaster on your manor and in yer face! This one's going out to the Bermondsey massive! Booyaka! Hold tight, 'cos it's gonna be a mad one!

Big up PlayStation owners. Do you want to move the crowd? Do you have the will to unleash dancefloor justice? In your area? Big style? Yes? Then sit tight and listen keenly to this brand new musical biscuit.

COOL CUTS

Look at the features on this mutha. Twenty-four tracks, reverb, delay and chorus effects, thousands of sounds, hundreds of loops and – get this – the ability to sample your own sounds of your fave CDs and use them in your own choons. And the whole lot is savable to your humble memory card. Lord a-mercy, this is a well versatile bit of kit!

BLUE NOTES

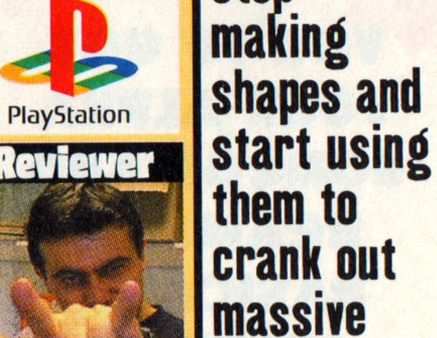
In fact the only problem we can see with this slice of sonic goldust is that if you aren't interested in making music, or if you prefer James Last to the James Taylor Quartet then *Music 2000* is only good for coasters.

It's so easy to bung a track together that just about anything you do will sound cool. However, limit your output to rehashing other peoples tunes and you're doing yourself a massive injustice. What really stokes our boilers is the ability to make our own tunes, to lift the sounds from the riffs and play *our notes*, to empty the sonic soundscape in our heads onto the brutal canvas of the PlayStation.

Sure, you'll need to grapple with a manual large enough to choke a dog. Sure, you'll spend valuable minutes trying to do the most basic of tasks. Sure, it's no easier to use than the previous version. Sure, you'll feel like slinging the whole thing in the bread bin from time to time but believe us it's worth the effort. If you want to make music, go buy *Music 2000*.

1 JAMMING!

One new feature is the Music Jam which allows up to four would be musos to trigger preselected riffs.



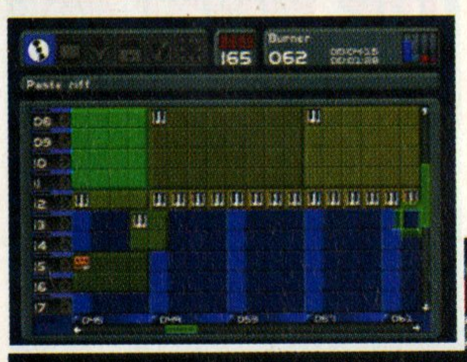
▲ Plug in a Multitap and (up to) four pads and you're ready to make music.

▲ Each player then selects their riffs, each appearing on different buttons.

▲ Now all four of you go mental whacking buttons and making a racket!

2 MENU MADNESS!

Music 2000 is so chock-full of features that getting about can be a bit of a thumb twisting nightmare. You'll soon suss the quickest way of getting from screen to screen and the results are well worth all the effort.

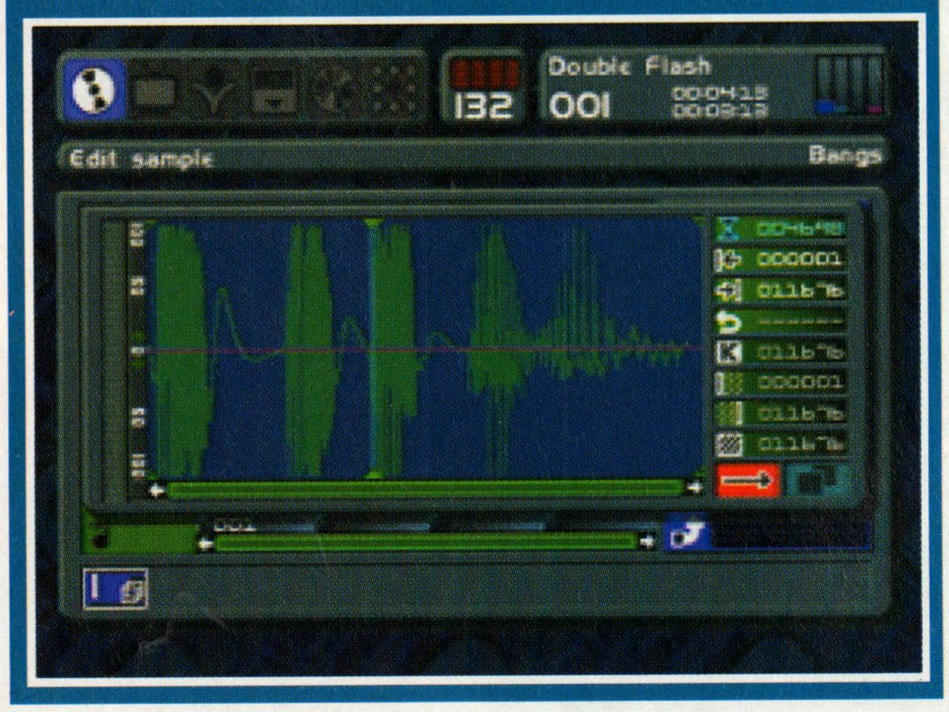


◀ Some riffs take up lots of tracks 'cos they feature chords (ie. more than one note at once). Geddit?

▲ As you squibble with the video editor you can see what's up in a little window.
► The video editor works like the music editor but if anything is even more complex.

3 FREE SAMPLES!

Fed up with the thousand-plus sounds on board *Music 2000*? Why not use your own? Insert any audio CD and lift bits of other peoples tracks to mangle them into your own via the wave editor! And (top tip) *anything* sounds well trip-hop cool when you slow it down loads!



JUDGEMENT

PRESENTATION

New hi-res graphics make the screens clearer and more full of useful things to twiddle with.

GAMEPLAY

Tediously tricky to use but the results will far outweigh all your pad-pushing efforts.

LIFESPAN

There's enough sounds and styles to keep any budding Fatboys busy for months and months.

THE BEST BIT

Messing about with a sample to create your own way out and totally awesome sound effects.

THE WORST BIT

Trying to find the sub-menu that hides that dead useful feature you desperately want. Arrrrrgh!

Shame it's still a bit too complex, but a real must buy for anyone interested in making music. Make your own tunes and sounds we say.

86%

If you like this...

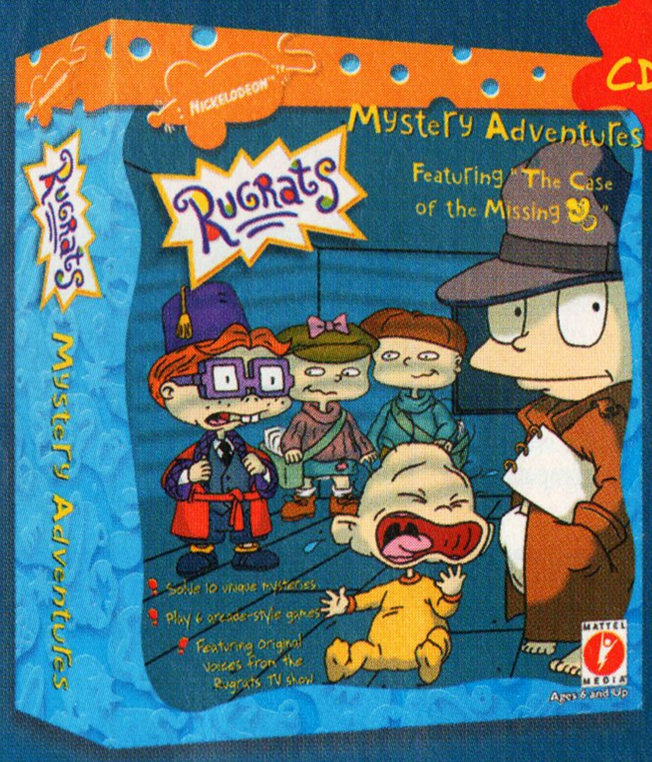
Check out the original (and less cool sounding) *Music* or have a twiddle with the rather poncey Depth.

NICKELODEON™

Rugrats®

They're back . . .
but this time with
a little mystery!

Mystery Adventures



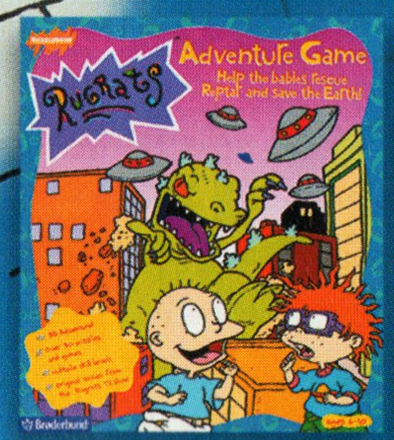
NEW
CD-Rom Title
PC/Mac

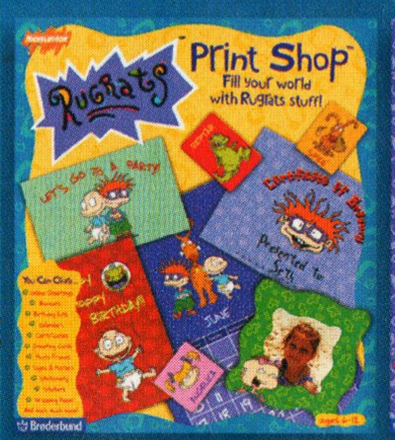
Solve Mysteries
with the Rugrats
gang
in the ultimate
whodunit!

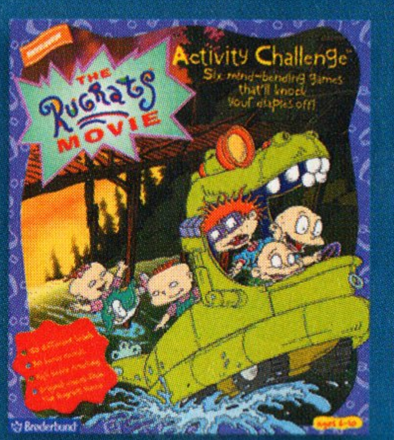
Join Tommy and the gang as they set off to solve the ultimate whodunit by exploring their world for clues to the scene of the crime! In film noir style each mystery is presented by one of the Rugrats characters who leads you on an adventure! Who stole the cookies? Who broke the lamp? What are these mysterious footprints?

WATCH RUGRATS EVERYDAY
ON NICKELODEON,
THE CABLE AND
SATELLITE CHANNEL
FOR KIDS.

The rest of the line up . . .







TLC The Learning Company
Elm Park Court,
Tilgate Forest Business Centre,
Brighton Road, Crawley,
West Sussex, RH11 9BP
Tel: +44 (0) 1293 651300,
Fax: +44 (0) 1293 651301,
Website: www.learning.co.uk

www.nickelodeon.co.uk

Contenido • Conteúdo
Contenu • Content
ELSPA OK 3+ ©ELSPA

MATTEL MEDIA
Ages 6 and Up

CREEPING UP ON YOU WITH A MISCHIEVOUS TWINKLE IN OUR EYES, GM PULLS

FORMAT REVIEWED: PC • PRICE: £35 • OUT: NOW

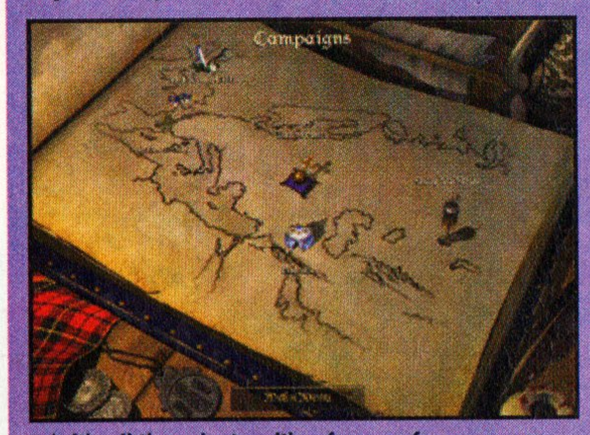
AGE OF EMPIRES 2

GAMING MASTERPIECE!

When a game threatens to take over from the mighty *Civ 2* as the leading cause of break-ups and divorce among PC owning gamers, you have to take it very seriously indeed.

Age of Empires 2 is that game. You know the drill, take your pet civilisation to the brink of world domination and beyond at the cost of anyone who dares get in your way. It just does it much bigger and better than all that have gone before. With only a few suspect AI glitches stopping it from totally trashing the mighty *Civ 2*, *AoE2* is the new big boy in God-sim town. Try it and you'll be totally addicted.

▲ Field Marshal Walter Poepig learned to regret the swamp as his first choice of battle field.



▲ It's all there just waiting for you, from power struggles in Europe to crusades in the Holy Land.

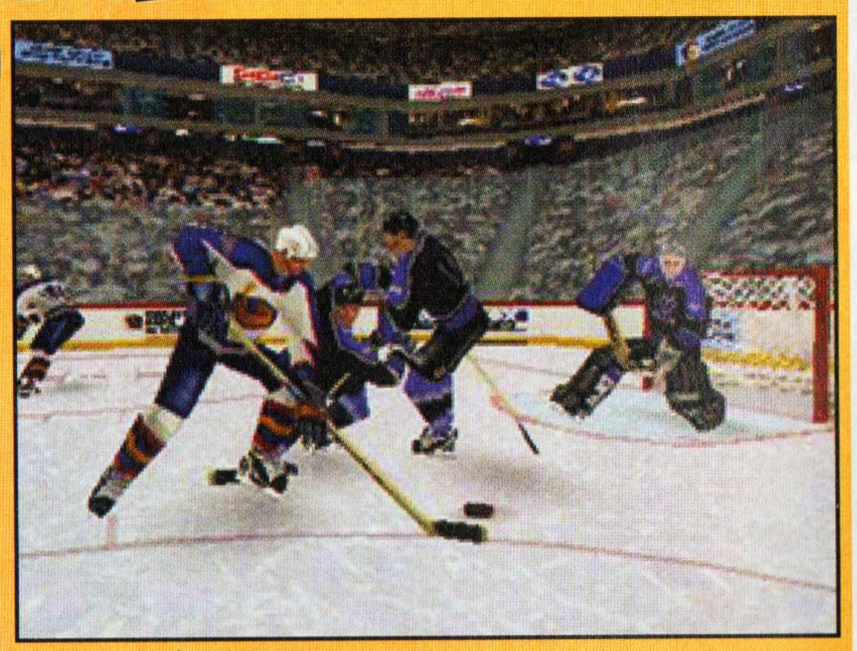
JUDGEMENT

With loads of new features and an amazing multi-player game thrown in, *Age of Empires 2* has it all. You can't afford to miss out on this.

92%

FORMAT REVIEWED: PLAYSTATION • PRICE: £40 • OUT: NOW

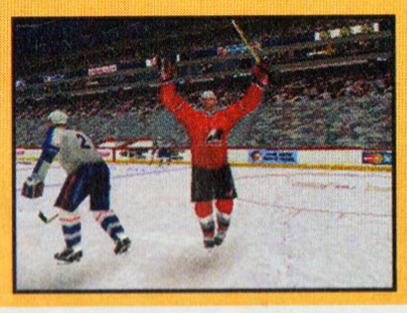
NHL CHAMPIONSHIP 2000



EA Sports games have ruled the videogame sporting arena since they first appeared during the early days of the MegaDrive.

But now they have a rival as the all conquering Fox Sports empire finally enters videogaming.

Admittedly this first title from them is an American sports sim, however, a soccer game is in the works. *NHL* brings the thrills, spills and uncensored violence of ice hockey to the PSX. Graphically it's superb and the gameplay is spot on. It's dead easy to get into and has surprising depth. A current office fave.



► Blane wins the silly sock competition.

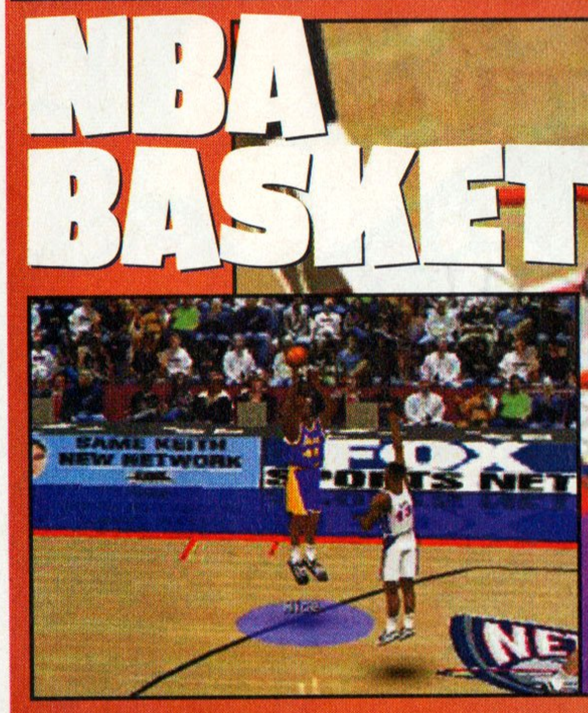
JUDGEMENT

Impressive debut from Fox Sports that brings home all the high octane antics of ice hockey and combines them with killer gameplay.

83%

FORMAT REVIEWED: PLAYSTATION • PRICE: £40 • OUT: NOW

NBA BASKETBALL



Basketball is a weird sport to reproduce as a videogame. The scores stay pretty level until the last few minutes and then it's a case of whoever scores the final shot wins.

But Fox have added their TV razzamatazz, multiple camera angles, replays and a whole host of other options (and the obligatory multi-player mode) to make this increasingly popular sport hit the PlayStation with some style.

As with *NHL* it's very easy to play, with more for you to discover as you progress. It's certainly the best of the current batch of basketball games on the PlayStation mind, and one that will make EA Sports rethink their marketing strategy for their own titles.

JUDGEMENT

Great fun in multi-player, but enough options and depth as a one-player game to keep you bouncing your balls for quite some time.

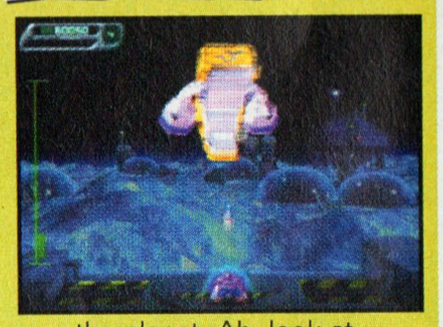
80%

FORMAT REVIEWED: PLAYSTATION • PRICE: £40 • OUT: NOW

SPACE INVADERS

Like us, you've probably already giggled when you saw the name. Little aliens move from left to right, and you shoot them. Wow, that'll compete with the polygon-throwing, high-speed, 3D, adrenaline-rushes we play every day won't it?

It has to be said that I thought this was going to be horrendously bad from the word go. But much as I wanted to hate it, an hour or so in and you start to get affectionate towards one of the oldest videogames on the planet. Ah, look at what they've done to those crappy little aliens. Ahhh, they've added some cool power-ups that actually add some strategy to the game. Oh look there are some bosses. That's cool.



► The inclusion of bosses makes for some new twists in the gameplay.

So while it's never going to topple the likes of *Metal Gear* or *Tekken* as a highlight of the PlayStation's career, it's bloody good fun you'll be surprised how quickly it grows on you.

◄ Somehow you still miss even when the screen is packed.

▲ Even when your defences have been shot away, you're not left vulnerable as you now have shields.

JUDGEMENT

Nothing flash or complicated, just a solid upgrade of the all-time arcade classic. A best friend to those who want a game to kill time with.

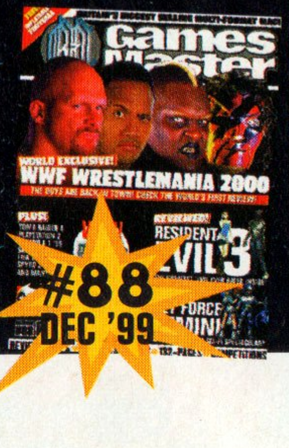
78%

PREVIOUSLY IN GAMES MASTER

Just like Tik-Tok, the clockwork warrior from Return to Oz, even we at GamesMaster tend to wind down from time to time. And so another gaming year draws to a close and we gather around the chestnut brazier, shed the odd tear and bear a fond farewell to our words as they slip quietly into the historic vault of genius past.

HITS THE ONES WE WANT TO RATE OVER 90%

PITS AND THOSE THAT REALLY GRATE UNDER 50%



RESIDENT EVIL 3	(PSX)	94
JET FORCE GEMINI	(N64)	91
HOMEWORLD	(PC)	91
FORMULA 1 '99	(PSX)	90
WWF WRESTLEMANIA	(N64)	90
READY 2 RUMBLE	(DC)	87
40 WINKS	(PSX)	82
NO FEAR DOWNHILL MB	(PSX)	80
SPYRO 2	(PSX)	75

RAINBOW SIX	(PSX)	72
WCW MAYHEM	(PSX)	71
JADE COCOON	(PSX)	70
KILLER LOOP	(64)	64
FA PREM LEAGUE MAN	(PSX)	58
WAR OF THE WORLDS	(PSX)	52
MISSION IMPOSSIBLE	(PSX)	49
CUTTHROATS	(PC)	40

FORMAT REVIEWED: N64 • PRICE: £40 • OUT: NOW

KNOCKOUT KINGS 2000

▼There was a surprisingly cool reception for the dance troops latest piece 'Falling For You'.

In real life the noble art may have been soiled by biting, rioting and dodgy decisions by American judges to keep their man a champ, but in videogaming, boxing is still an untainted sport of kings.

The problem is, that as well as being untainted, it has also remained unpopular. If the game is serious, people don't like it due to a lack of special moves and killer 50 million hit combos. If it's a joke, people don't like it 'cos it's not serious. *Ready 2 Rumble* showed that it could be done successfully, and now *Knockout Kings* is back for another crack at the heavyweight fighting crown.

After it's horrendous pounding at the hands of just about every other beat-em-up, it's been in development training and is bigger and better looking. The new version is improved, but is held back by the nature of the sport. There aren't many moves to master and the one-player game is over in a couple of days, tops. However, the two-player mode is where the action is at as repeatedly banging your fist into a mate's face is always good for a laugh. Entertaining if not mindblowing.

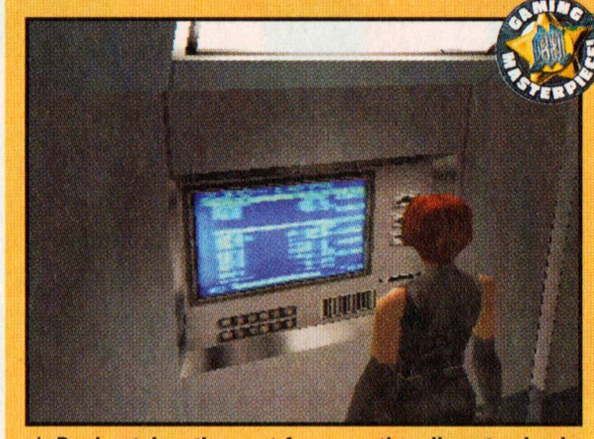
JUDGEMENT

The two-player mode is the heavyweight champ while the one-player game flounders as a no-hoper in the title stakes.

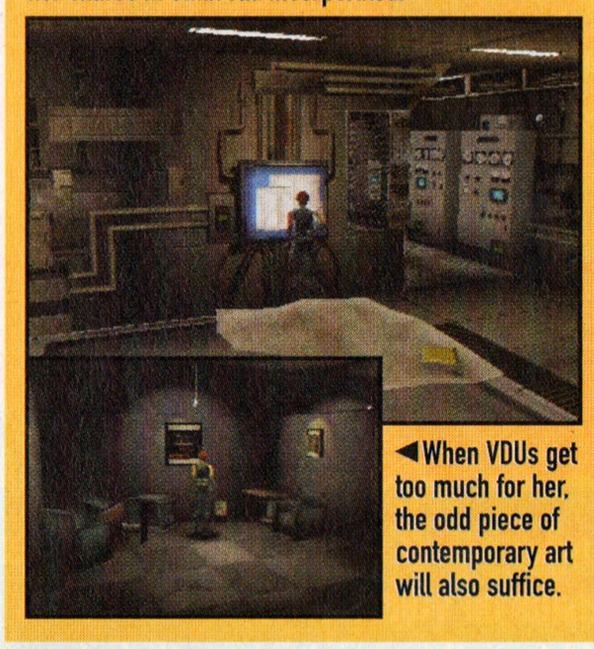
79%

FORMAT REVIEWED: PLAYSTATION • PRICE: £40 • OUT: NOW

DINO CRISIS



▲Regina takes time out from wasting dinos to check her shares in Umbrella Incorporated.



◄When VDUs get too much for her, the odd piece of contemporary art will also suffice.

In its original Japanese form this game was sharper than the claws that inhabited Ibis Island's shadowed corridors.

Now it's finally here in all its converted glory, and once again the survival horror experience clicks into place like a Chinese puzzle box full of dark delights. It's tight, designed in true 3D (so-long rendered backdrops) and has the ability to squeeze gallons of cold sweat from your skin. The plot's rock solid while the dialogue has improved immensely since the efforts of the previous games in the series. Add a touch of major puzzlement and the kind of action sequences that wouldn't look out of place in any John Woo film, and you've got a recipe for sleepless nights and repetitive strain injury. This is truly one massive hunk of superlative gameplay flesh.

JUDGEMENT

As with the *Resident Evil* series, this close relative combines cracking visuals with gameplay that grabs you by the throat. Marvellous!

93%

FORMAT REVIEWED: N64 • PRICE: £40 • OUT: NOW

GAUNTLET

▼Elf boy get's in a spot of bother after commenting on the goblin's blue elbow pads.

Ah this brings back the memories of days off school when we were, er, using the reference library and weren't anywhere near the local arcade shovelling 10ps by the dozen into their *Gauntlet* coin-op.

And it's back, in all its four-player "Elf needs food" glory. It's now a fully 3D explore and hack-em-up. Gone is the top down viewpoint though, making this more like *Golden Axe* then ever. Upgrades to ancient games tend to lack in the gameplay department, but this manages to retain all the fun elements of the original and throws in a few new twists to keep you going. Wave after wave of mutants can get a bit tedious when cutting a swathe, unless you've got the full complement of four players. Good fun for a rainy afternoon.

▲ Duncan's tight-fit thermal underwear with extendible trunk sees off another hellish foe.

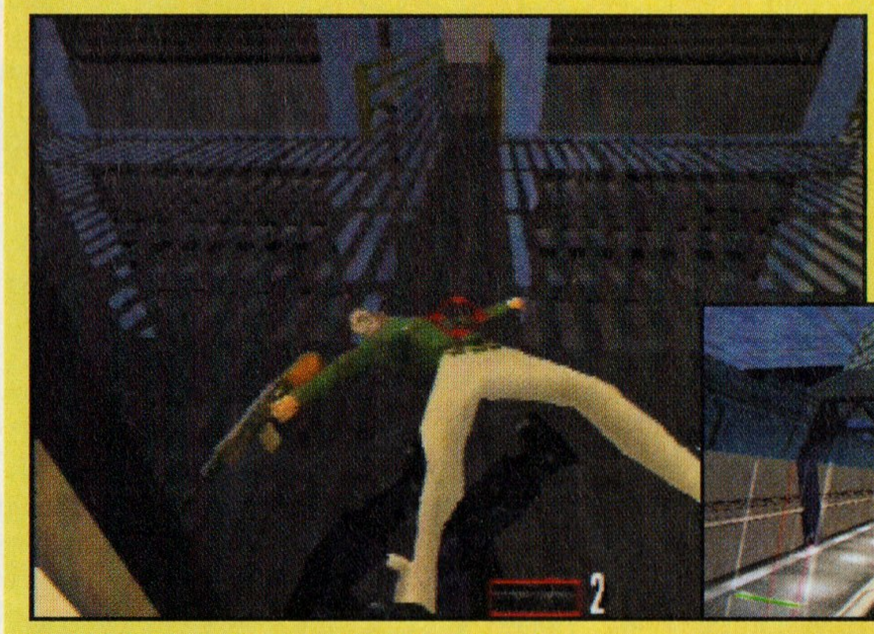
JUDGEMENT

Elf may need food, but he'll need more than this to deserve a place alongside *Mario* in your collection. Not great, but good fun nonetheless.

70%

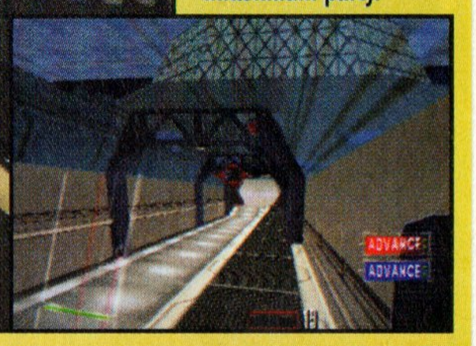
FORMAT REVIEWED: N64 • PRICE: £40 • OUT: NOW

RAINBOW SIX



◄Apparently this guy's called Tango and he's about to go down, or something...

▼The boys consider how best to enter their millennium party.



Agggh, a first-person shooter on the N64 that doesn't encourage you to wade in, all guns blazing throwing caution to the wind.

Rainbow Six puts you in control of one of those crack SAS style teams that you see pulling off impossible feats and embarrassing terrorist organisations on TV. As a game it comes across as a merger of *Goldeneye* and *Metal Gear Solid*, only it's not quite as good as either. For a start there's no deathmatch mode which would have been a top laugh. So it's a good strategy shooter that makes you think as well as shoot. And it's much better thanthe shabby PlayStation version.

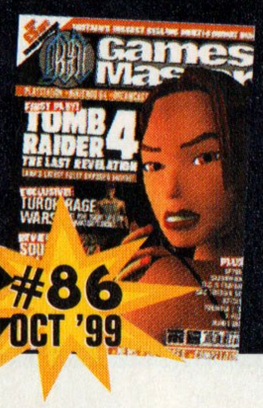
JUDGEMENT

Strategy action at its best on the N64. Great sound effects and gameplay will make you rescue this hostage from the game shop.

81%

#87 NOV '99

FINAL FANTASY 8	(PSX)	97%
SUPER MARIO 64 (PLAYERS)	(N64)	97%
WIPEOUT 3	(PSX)	94%
UNREAL TOURNAMENT	(PC)	94%
POKEMON	(GBC)	94%
GOLDENEYE (PLAYERS)	(N64)	93%
SYSTEM SHOCK 2	(PC)	93%
BANJO-KAZOOIE (PLAYERS)	(N64)	92%
TONY HAWK'S PRO SKATER	(PSX)	90%
DRIVER	(PC)	90%
TRICK STYLE	(DC)	87%
UEFA STRIKER	(DC)	86%
ISS '99	(GBC)	86%
HYBRID HEAVEN	(N64)	82%
COOL BOARDERS BURN	(DC)	81%
SINISTAR UNLEASHED	(PC)	79%
PUCHI CARAT	(PSX)	65%
TONIC TROUBLE	(N64)	61%
TARZAN	(PSX)	56%
LEGO RACERS	(PSX)	44%

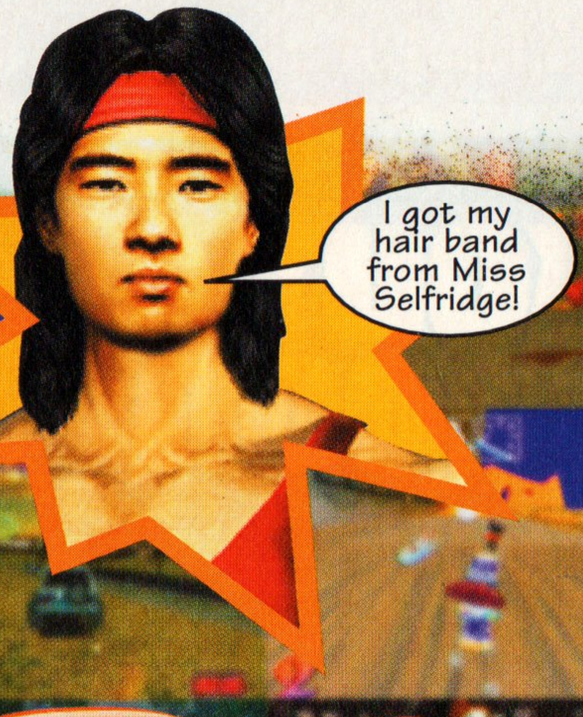


#86 OCT '99

SOUL CALIBUR	(DC)	98%
TEKKEN 3 (PLATINUM)	(PSX)	95%
SHADOWMAN	(N64)	93%
C&C TIBERIAN SUN	(PC)	93%
LMA MANAGER	(PSX)	91%
OUTCAST	(PC)	90%
G-POLICE 2	(PSX)	90%
MARIO GOLF	(N64)	87%
R-TYPE DX	(GBC)	86%
SS SILICON VALLEY	(GBC)	86%
MEDIEVIL (PLATINUM)	(GBC)	82%
F1 WORLD GRAND PRIX	(GBC)	76%
C&C	(N64)	76%
BUGGY HEAT	(DC)	73%
MICHAEL OWEN WLS 2000	(N64)	67%
PREMIER MANAGER	(N64)	65%
X-FILES	(PSX)	60%
BATTLESHIP	(GBC)	49%
SLED STORM	(PSX)	47%
VIRUS	(PSX)	36%
RAT ATTACK	(PSX)	32%

OUT NOW!

THE BIGGEST GAMES, THE BEST OPINIONS. HERE'S THE PLACE WHERE YOU, THE GM READERS, HAVE YOUR SAY ABOUT WHAT'S *OUT NOW*...

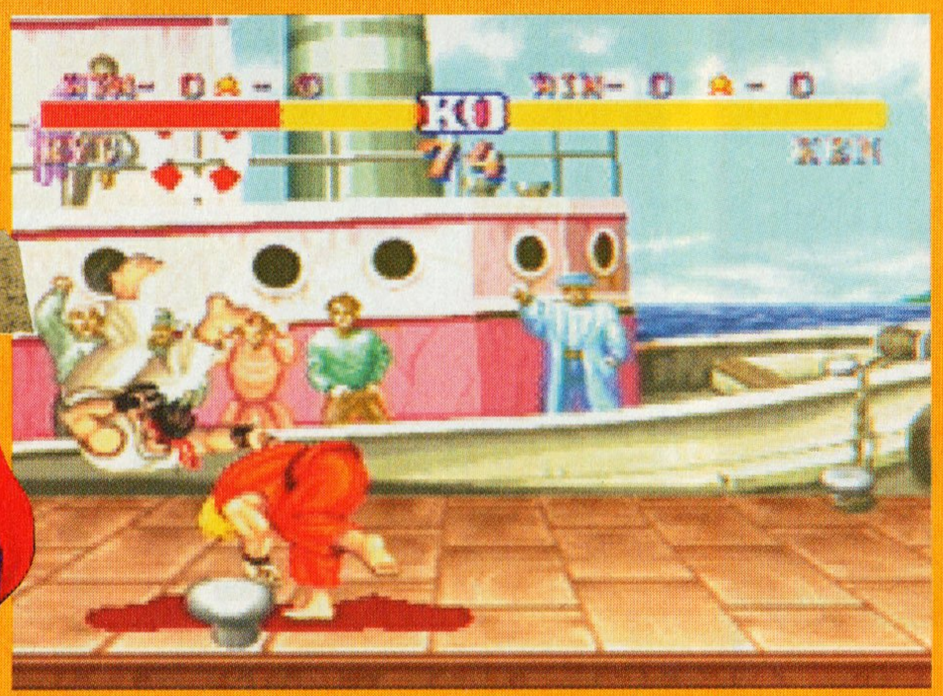


The starting gun fires on this month's Out Now and the fighters are off for the most lethal 100 metres of all time. Cranked to the eyeballs on steroids, Sub Zero and Ryu pause to stab at each other with javelins while the rest of the field turn the sprint into a gladiatorial battle with their running spikes.

READER: **James Moal**

Street Fighter Collection 2

FORMAT PlayStation | PRICE: £40 | FROM: VIRGIN | GM VERDICT 49%



OUT NOW!

While currently being swamped by games with cutting-edge graphics and Tarantino plots and sub-plots, it's hard for current gamers to play something simple yet knuckle-bruisingly addictive.

My Holy Grail of a game that has transported me back to the heady days of pixel orientated characters and monophonic sound effects is *Street Fighter Collection 2*. The nostalgia build-up that accompanies the sight of that special introduction screen or a particular street-fight or right cross is totally heart-warming. The action itself is the same as it was – which is no bad thing – and although some might complain that the power of the PlayStation should have been harnessed to a greater extent, there's always the Alpha series that should be able to satisfy.

SFC2 is purely 16-Bit through and through with no advances and no 48 characters to choose from, just the original and best cast of 12 pugilists. You remember them don't you? The men and women who spawned a whole new era of gaming? The feeling of choosing your favourite character, and slapping seven shades out of your best mate after a long night out, comforts the soul and relights the digitized fire that you thought had fizzled out long ago.

So in my opinion you can keep your polygons and the confusion caused by multi-button combos, as well as the 'fluke' wins by your button bashing sister; *Street Fighter Collection 2* has always sorted the men from the boys (and sisters) and it always will.

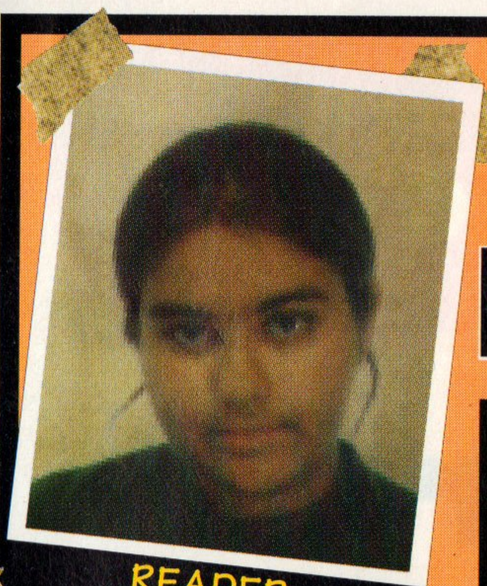
▲ Ryu practices his 'Ooo aren't I hard' poses before the 1000cc E-Honda turns up to slap him through the decking. The sap...

WHAT GAMES MASTER SAID:

"The word 'classic' immediately springs to mind, as do the words 'exploitative' and 'lazy'. Job's a bad 'un."

Mortal Kombat 4

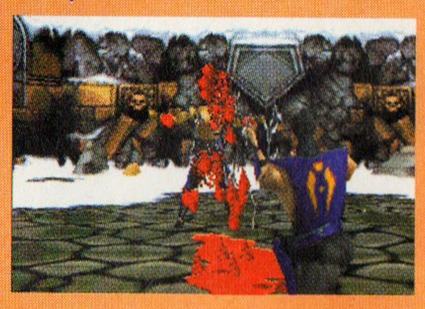
OUT NOW!



READER: Shabnam Zaman

FORMAT: PlayStation | PRICE: £40 | FROM: GTi | GM VERDICT: 79%

▲ The game's 'bed of nails' party piece claims yet another novice out to impress the ladies.



▲ The death moves still have more than their fair share of visceral ketchup, even if it's not that convincing.

Okay. So it's not exactly the newest game around, but these pages are called Out Now. And guess what? *MK4*'s out now! And has been for quite a while. Anyway, to business.

First off the graphics. Whoopee! The series has just got better and better and now finally it's 3D! That might've been your first concept but, after playing the game itself for a while, you'll probably start having pretty unpleasant thoughts. This is caused by the fact that this aspect of the game is only really displayed when the computer characters are playing.

Ah well, you think, at least I can count on the luscious weapons and agonising fatalities. And you can. Each character now has his or her own weapon which, in turn, can be used against you. The fatalities are as bloody and gruesome as ever. However, the spilling of blood is very painful to behold because it's incredibly chunky and angular. Which brings us back to the graphics.

One of the things I totally hate about this game is what happens when you perform a death move. Not that it's disturbing or anything, but simply because your opponent will burst into several chunks while their head will splat against the screen (minus the blood).

There is one thing that I do love about this game and that's the character called Meat who appears when you complete the Group mode with all 16 players. He's basically any character you choose, minus their skin. Trust me, this is a useful character to call upon if you want to keep a younger sibling away from your machine. Despite the inclusion of Meat, *Mortal Kombat 4* is still, well... dull. Compared to *Tekken 3*, which is totally vivid, it's just plain boring and colourless.

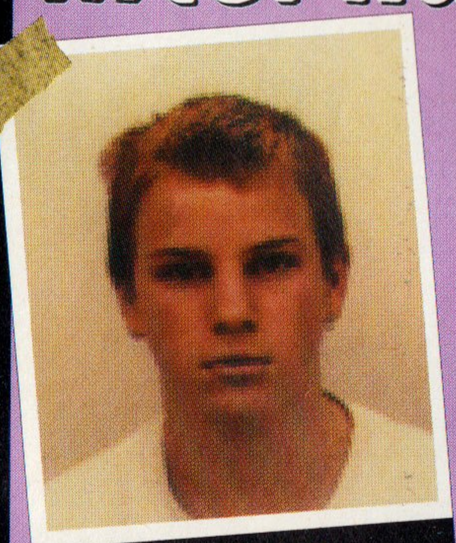
In conclusion then, *MK4* is strictly for the serious, hardcore fan. I mean, if you don't know that Raiden has finally retired as Earth's protector, then you'd be better off getting *Tekken 3* instead.

WHAT GamesMaster SAID:

"It may not have the poise and flair of *Tekken*, but it still retains the thrills of the original with added depth."

International Track & Field

OUT NOW!



READER: Alex Smith

FORMAT: PlayStation | PRICE: £20 | FROM: KONAMI | GM VERDICT: 82%

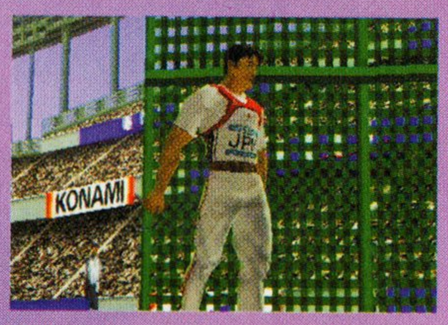
I have had this game for about a year and I just can't get enough of it. It may be a Platinum, but who cares, because the series also has *Resident Evil* and *Tomb Raider* and neither of those are pants. This is simply the best game I have ever come across.

I've completed the game on Easy, Medium and Hard settings and beaten every single world record apart from the Javelin. I have also found all the cheats except for when the T-Rex turns up.

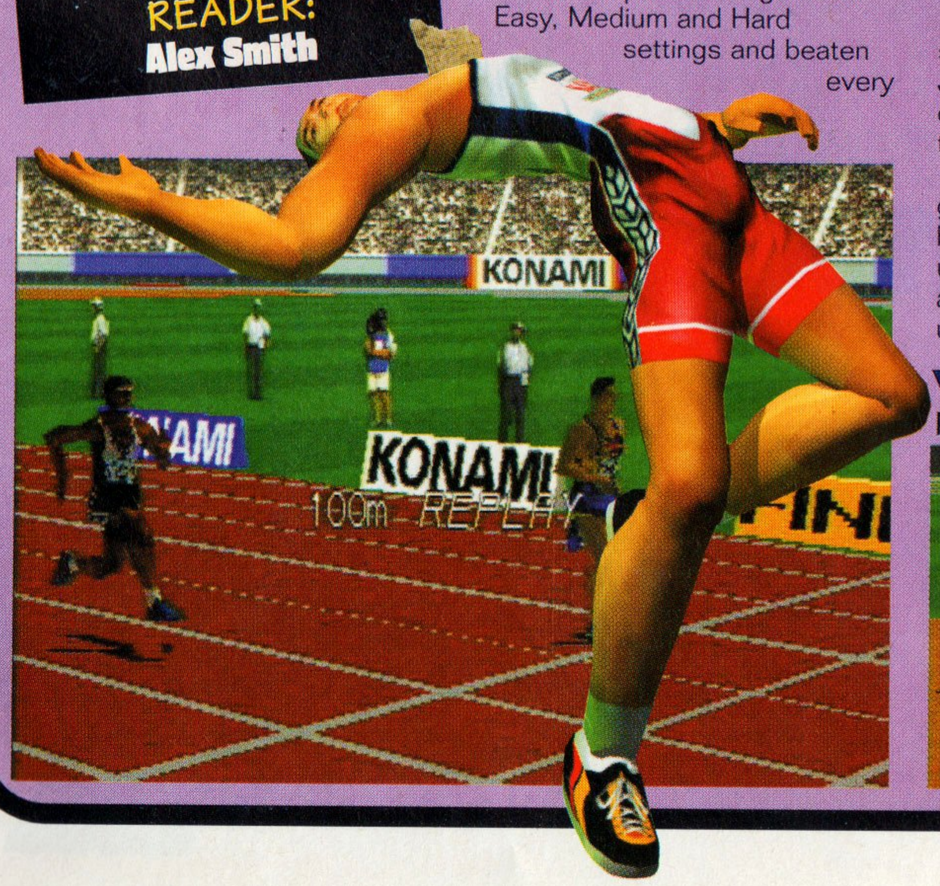
My favourite thing about this game is all that frantic button bashing where you have to build up a good head of steam to be able to win. (The set up I like to use that produces the best results, as far as I'm concerned, is as follows: ⊗ = run 1, ● = run 2, R1 = jump 1 and R2 = jump 2.)

So if you don't like using your finger muscles, or having your controllers broken due to hours of intense gameplay, then I suggest that you don't buy this game.

If, however, all of this appeals, then I'd highly recommend this game and tell you that the only way to play it is to get about 10 mates round for a massive challenge session. So go out, get this game and a Multitap, and settle down to some serious fun. A 100% game if ever there was one.



▲ You spin me right round... The hammer is always a hilarious event.



▼ Woa sunshine! Watch where you're pointing that thing, it's loaded!

WHAT GamesMaster SAID:

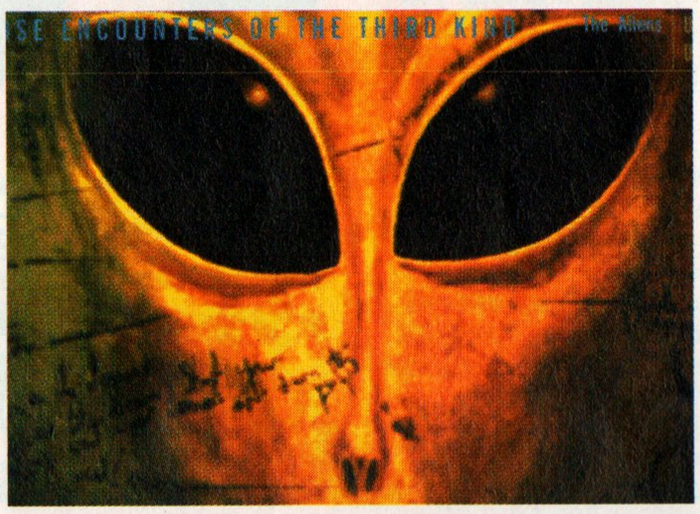
"An excellent conversion of the original arcade game that'll wear you thumbs down to the bone in no time at all."

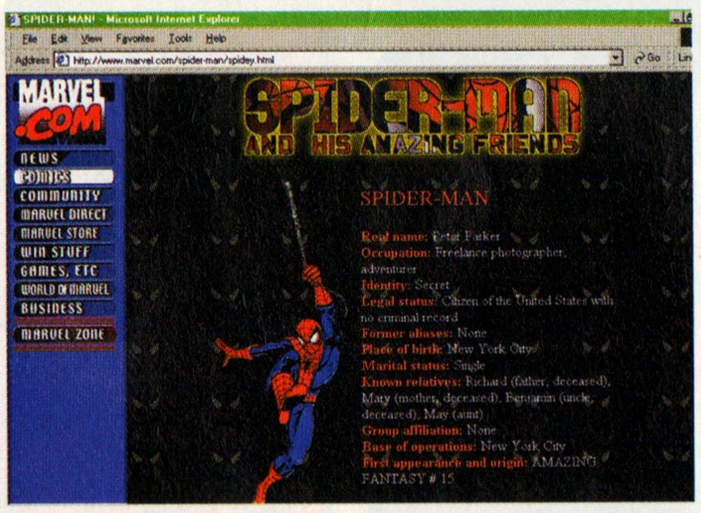
HAVE YOUR SAY!

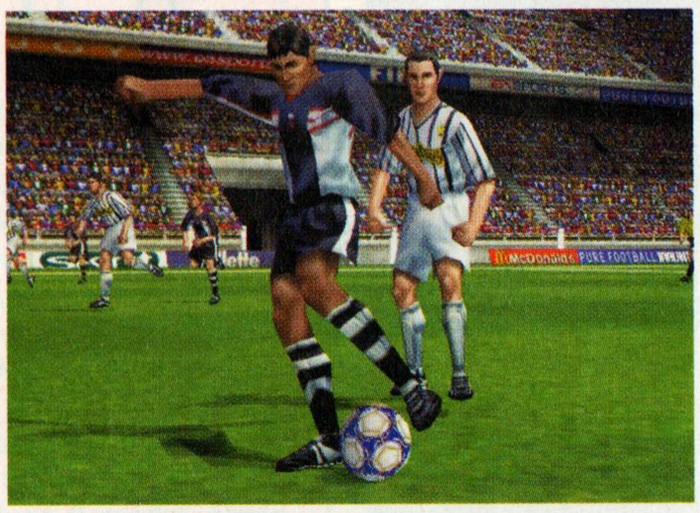
What about you having your say as well? What we want is the following: 200-250 words on your favourite game. Or maybe one you really hate. And hey, we'd love to hear from a wide range of platform owners. Also we don't want a review with a score, just reasons why you love/hate the game, where it could be improved and why other gamers should be playing it... And remember there are pads, memory cards and all sorts of goodies for every review we print. So send your words and a photo to us at:

OUT NOW!
GAMESMASTER MAGAZINE
FUTURE PUBLISHING
30 MONMOUTH STREET

If you like...







Star Wars
videogames
football
LEGO
the internet
dinosaurs
exploring
Spiderman
UFOs
gadgets
comics
making stuff
music

and you have...

then you need...

PLAY GAMES MAKE STUFF SURF THE WEB

Planet PC

www.PlanetPCmag.co.uk

NEW
FIRST EVER ISSUE! FREE CD
Planet PC
FREE STAR WARS POSTER
LET'S GO!
The PC magazine you've been waiting for...
Get more out of your PC!
RAYMAN 2
BEST OF THE NET
Web tips, dinosaurs, UFOs, football and loads more!
5 EXCLUSIVE DEMOS PLUS FULL PROGRAM WORTH £40!
PIT DROIDS
YODA'S CHALLENGE
LEGO RACERS
HYPE: THE TIME QUEST
Planet PC TRY IT! FREE CD
BUGS BUNNY LOST IN TIME
TOMB RAIDER THE LAST REVELATION
KLIK & PLAY MAKES YOUR OWN GAMES!
PLUS
Rayman 2
E-mail Battleship
Episode I Racer
And much more...
STAR WARS
It's young Yoda! Star Wars spectacular
POKEMON
PC version news and free stuff
TARZAN
The game is here!
MAKE YOUR OWN GAMES!
Free software and easy guide inside
PLUS The future of PCs, Rugrats, FIFA 2000, toys and more...

The new PC magazine with free CD and poster. Entering Earth's orbit Wednesday 1 December!

SPECIAL OFFER!
6 ISSUES FOR ONLY £9.99
CALL 01458 271146
ORDER CODE HSE99

50p off the first issue of Planet PC!

Usual price £2.95 - only £2.45 if this voucher presented at time of purchase.

To the customer - This voucher is redeemable ONLY against the December issue of Planet PC, on sale 1st December for a 4 week period only.

Information for the Retailer - Please accept this voucher as part payment for the December issue of Planet PC only. Future Publishing reserves the right to refuse payment against mis-redeemed vouchers. Please return to Future Redemption House, PO Box 133, Uckfield, East Sussex, TN22 1XP by 31st March 2000. Retail Handling Allowance is 3.6p. This voucher is not transferable. It is not to be used in conjunction with any other offer. Cash value = 0.0001p. Offer valid in UK, ROI, Channel Isles and Isle of Man only.

Planet PC

9 90571 08 20508

BATTERY POWERED!

THE LATEST ACE GADGETS, GIZMOS AND GAMES... TESTED!

WIN! Win this Yamaha drum machine and you'll soon be a sex 'cymbal' (boom-cha). To enter just tell us what sort of instrument a drum is: (a) Brass (b) Percussion (c) Nose flute
Send yer answers on a postcard to Pad Pounder Compo, GamesMaster, 30 Monmouth Street, Bath BA1 2BW

DD50 DRUM MACHINE

If you've always envisioned yourself as a funky drummer, look no further than this multi-padded beast from Yamaha. It's very, very loud and is a great way of relieving your frustrations after a long day's captioning.
Price £199.99 • Available from Yamaha • Call 01908 366 700

SUPER HEADSET

In a world over-run with gadgetry and telecommunications, it's always a pleasant relief to be able to fall back on a piece of old school wizardry. If you wish to relive that bygone era, these walkie-talkie headsets are just what Dr Pointless Toy ordered. It's a cool idea but their limited range means that you may as well just talk to the other person. Mind you, that doesn't stop people e-mailing each other when they're sitting in the same room...
Price £19.99 • Available from Nikko • Call 01707 377 771

R2D2 POP TIDY

R2, R2, wherefore art thou, R2? Ooops, sorry, wrong film. Anyway, R2's lid opens to reveal, wait for it... a handy storage area. Use it to house clothes, laundry, toys or, in Jonnie's case, a small child. All you have to do is undo the velcro fastening, drop in the occasional rusk and leave in a cool, dark corner for 18 years. Just like Tamagotchis (remember them?), except slightly different.
Price £22.99 • Available from Worlds Apart • Call 0800 389 8591

ELECTRONIC MONOPOLY

Go directly to jail, do not pass go. You win first prize in a beauty contest, collect £10. Aaah, nothing beats a game of Monopoly at Christmas. For added excitement, why not play with some real money?
Price £28.99 • Available from Hasbro • Call 0800 328 7007

OOGLIE

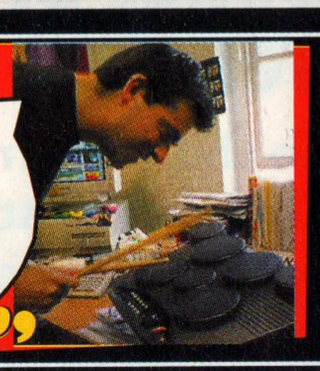
Funny looking little fella, this one. Our hunch is that it's the eyes that do it. Anyway, yank its feet and the Ooglie descends into fits of uncontrollable laughter, spins round and generally has a bit of a funny turn. Most amusing.
Price £12.99 • Available from Playmates • Call 0116 282 3500

POWERED UP!

As GM beavered away on this issue, we decided to get into the festive spirit by playing with as many toys as possible. It was all going brilliantly till Dave pulled the head off Ollie's Action Man, the swine...

Dan Says:

"THIS KEYBOARD'S RUBBISH. IT'S ONLY GOT SEVEN KEYS AND THERE'S NO F SHARP!"



The Robot Says:

"FOR GAWD'S SAKE GET OUT THE WAY! CAN'T YOU SEE I'M MAKING THE TEA?"

BATTERY POWERED

RUBIK'S CUBE

If retro gaming chic is your thang, you can't say fairer than an original Rubik's Cube. For us mere mortals, once you've messed it all up, it's nigh on impossible to solve. But there's always one clever git who can do it in about 30 seconds, blindfolded, while standing on his head and eating a ham sandwich. Just remember, it doesn't make them a better person though.

Price £6.99 • Available from Toy Brokers • Call 01480 414 361

TURBO KING

We often wonder why there are so many different remote-control cars around and who it is that actually buys them. Sadly, the Turbo King doesn't really answer our concerns but merely confirms that, while such vehicles are entertaining for about 10 minutes, you'll soon realise that the most fun to be had with them is to use one to terrorise your cat (or elderly relatives).

Price £29.99 • Available from Argos • Call 0870 600 3030

SCOOTER ROBOT

When you're in the middle of a major Dreamcast sesh, you really can't be expected to traipse all the way out to the kitchen for a beaker of lemon squash. Which is where Scoot comes in handy. Well, you'll need someone to shout directions to you (it's got one of the annoying forward and spin remote controls) and it does look a bit gormless, doesn't it? Makes for a useful hatstand though.

Price £79.99 • Available from Argos • Call 0870 600 3030

TRAIL BURNER

Let's burn some trails, dude! This clever device not only features a mountain bike racing game by the power of L, C and indeed D, but also boasts a pair of vibrating handlebars. That's right. It's even got a three-speed grip shifter and nine tracks! Wowee zowee! All right, we'll admit it. You're still far better off with a Game Boy or Neo Geo Pocket.

Price £24.99 • Available from Argos • Call 0870 600 3030

JEDI HUNT

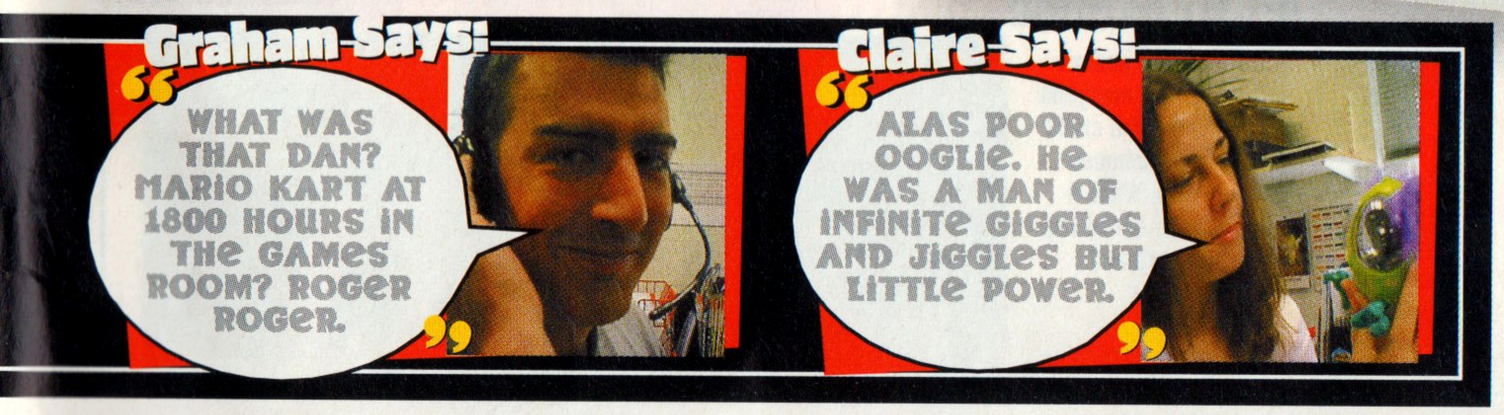
Yet more Episode 1-related gubbins, this time in the shape of this fantastical portable joystick game. Comes complete with Darth Maul and Qui-Gon Jinn figurines, which can be slotted in and used as joysticks. The wonders of modern technology. Fight your way through seven levels of lightsaber duelling stuffness and then have a lenghty argument about which is better out of Star Wars and The Empire Strikes Back. You know the truth.

Price £14.99 • Available from Tiger Electronics • Call 01423 501 151

TIME CAPSULE

It's the dawn of a new millennium, don'tcha know. Why not commemorate it with this snazzy, and shiny, time capsule? If you haven't got anything very exciting to stick in it, it comes complete with a load of bits 'n' bobs with which to record the minutiae of your life. Just don't forget to bury it...

Price £9.99 • Available from Helix • Call 01384 424 441


Graham Says:
"WHAT WAS THAT DAN? MARIO KART AT 1800 HOURS IN THE GAMES ROOM? ROGER ROGER."
Claire Says:
"ALAS POOR OOGLIE. HE WAS A MAN OF INFINITE GIGGLES AND JIGGLES BUT LITTLE POWER."

GRIP CHIMP

GAMING HARDWARE TESTED TO THE MAX

it took some coaxing but at last there's new Dreamcast peripherals to throw into the ape's cage. After a hesitant pause he realised that they were the best pads in the world ever! Check his report below!

DREAM PAD
DREAMCAST

FROM: MAD CATZ
CALL: 01992 707 400
PRICE: £19.99

This is it! This is our first look at the third-party Dreamcast peripherals. Are you as excited as I am? Yes, I thought you would be...

This is better than the official pad. Now you might think I'm crazy as most third party peripherals usually leave a stain, but the Dream Pad is very tasty. The main difference is the handles – they are exceedingly plump and more fulfiling to hold than the official one. While they angle inward on Sega's effort these point outwards offering a more comfortable mit position. Throw in a few vinyl grip coverings, some programmable buttons and you've got yourself a very healthy joypad. Well done to all involved.

SCORE 92%

ON TEST... SOUL FIGHTER

It's heavier than the official controller, with both the analogue and D-pad being much more robust and able to handle the firm tweakage needed for games such as *Soul Fighter*. That said, the buttons do tend to get slightly tacky as your fingers perspire with excitement, but keep some chalk and a towel near by and you should be alright.

AND THE REST...

DC CARRY BAG
DREAMCAST

This is just the ticket for those of you that can't bare to be away from your brand new console. It has padded divisions to keep your equipment snug and a net pocket to carry your games. A triumph in black.

FROM: CORNMEER SERVICES
CALL: 01992 707 400
PRICE: £24.99

SCORE 78%

FORCE PACK
DREAMCAST

This is a rumble pack type thing – but for the Dreamcast. It's compatible with any game that rumbles! And not only does it rumble, but it flashes to let you know that it has rumbled. You insert the pack into your joypad giving it a slightly top heavy feel.

FROM: MAD CATZ
CALL: 01992 707 400
PRICE: £19.99

SCORE 55%

ACS 295
PC

Very, very nifty speakers for your PC. So nifty in fact, you can wap your TV through them for the home cinema surround sound vibe. The only problems are no remote control for volume and there's no way to turn down the subwoofer so you continually have to watch you bass bins. I'm tellin' ya.

FROM: ALTEC LANSING
CALL: 0181 847 9478
PRICE: £90.00

SCORE 86%

TOP DRIVE REACTOR
PLAYSTATION

FROM: LOGIC 3
CALL: 0181 902 4422
PRICE: £29.99

SCORE 53%

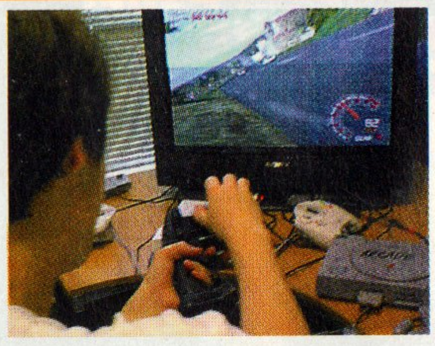
Believe it or not this contraption is for driving games. Instead of the obvious steering wheel choice or practical joypad, Logic 3 believe their name and have come up with this lump of plastic.

It converts dual shock to 'active feedback' which means the little wheel (er... tyre) twitches out of your grip with every bump your car nips over.

This is ground-breaking stuff! However, Force Feedback is fun in the arcade when you've got a huge wheel and your seat a-rockin', but with this the wheel you handle is the size of a biscuit. It looks daft, it's a really obscure idea and isn't worth the effort. It's well put together but I bet the Sinclair C5 wasn't that shabby either. Stick with yer Dual Shock pad.

ON TEST... V-RALLY

I thought it was just me being crap, but everyone in the office had a crack and it was unanimous thumbs down. While it offers greater sensitivity, it's so awkward and unnatural that it becomes more of a challenge than the game.



UFN
UNOFFICIAL FOOTBALL NETWORK

UFN's goal is to give you the most passionate, knowledgeable, timely and quirky football coverage on the planet. And because it's published by fans for fans, it's uniquely placed to bring you the most informed comment on Premiership football on the Internet. So whether you want to know about the latest transfer talks, kit design or player bookings, UFN is the only site you need.

Hit the net today at

www.ufn.co.uk

MORE BALLS THAN MOST

online future

www.futurenet.co.uk

The fastest growing website in Europe

Future Online is your gateway to the most exciting content on the Net.
Point your browser at www.futurenet.co.uk and start exploring...

Future Gamer
Intel showcase
TOP STORIES
Graphical minds think alike
Star Wars: Episode I Racer
NBA Pro '99
Nintendo of Japan: The Story So Far
MusiciansNet - Guitars, Synths, MIDI, Samplers...
The ultimate musicians resource
samplenet
plus reviews, tutorials and shareware
news
magazines
SampleNet - the sampling resource
PCPlus
The online authority in Personal Computing
the ultimate sampling resource
The Unofficial Football Network
FOUR OF THE BEST
We pick out the four men that swung it for Man Utd and won them the treble
BLOODY FOOTBALL
Alex Ferguson's United won him his dream and the historic treble in injury-time – what would you say?
Today's Footy on the Telly
Press Gang
Goal Mouth...
Network News
Choose Your Team!
Football 50th ISSUE
Top Elevens
Matt Lucas on...

FUTURE GAMER

www.futuregamer.co.uk

Written by a team of top game journalists and delivered via email, Future Gamer is a free, daily, news-based magazine covering PC, N64 and PlayStation titles. FG has impressed industry players and online gamers alike, with MCV calling it "cutting edge... a fine read".

MusiciansNET

www.musiciansnet.co.uk

The ultimate musicians guide, with hot product news, tutorials and advice from expert players, reviews of the latest kit, and interviews with the artists who set the standards. Whether you're into techno or the blues, MusiciansNet will make you a better musician.

samplenet

www.samplenet.co.uk

SampleNet offers thousands of exclusive, free, downloadable sound files, created in-house by a team of expert musicians. With over 60,000 samples downloaded every week, plus a huge database of kit reviews, tutorials, interviews and more, SampleNet is the essential resource for wired musicians.

UFN

www.ufn.co.uk

Created by fans for fans, the Unofficial Football Network brings together the UK's best unofficial Premiership Web sites to offer you the most exciting and informative football content on the Net. And with daily news round-ups and the outrageous Goal Mouth opinion column – it's all you need.

Games Master Classified

to advertise contact our sales team on: 01225 442244

Best Trade Prices in U.K!

Price are subject to change without notice!

DREAMCAST - Universal NTSC

Runs US/JAP	£149
Virtual Striker 2	£BEST
Street Fighter 3 Third Impact	£Call
Zombie Revenge	£call
Vitual On 2	£ Call
Giga Wing	£call
Star Gladiators 2	£Call
Soul Calibur	£48.99
Star Gladiators 2	£48.99
Cool Boarders	£39.99
Sega Rally 2	£34.99
Street Fighter Zero 3	£34.99
Sonic Adventure International	£29.99
Virtual Fighter 3	£29.99
DREAMCAST MEMORY CARD 4M – PC Compatible for e-mailing levels etc.	
Dreamcast Pal Booster – Import in colour on any T.V.	£19.99
SVGA Cable DC to PC	£25
Arcade Stick, Virtual Memory Card, Joypads, Scart Lead, S-Vhs Lead	£Call

Saturn

4 in 1 Universal Converter UK/US/JAP & RAM Cartridge	£28.99
Saturn Chip	£20
Dungeons & Dragon, SFZ3,	£Call
Link Cable £12 Scart Lead	£12

Playstation Hardware

Pocket Station	£44.99
Universal Playstation	£99
PS 900X Action Replay/Playstation Game Hunter Let you Play UK/US/JAP /CDR Games – (60 PCS £4.00)	£17.99
Playstation FF8 Stealth Chip – including full instructions	£5
Playstation Replacement Parts	£Call
Playstation Laser	£34.99
Playstation Cases – Blue, red, clear etc.	£19.99
Playstation Power Boards	£19.99
Playstation Cables	£Call
Playstation Scart-Lead	£3.99
Playstation Pal Booster (Games in Black & White? You need this)	£15
Playstation Controllers	£Call
Dance Dance Mats	£Call
Playstation Guns	£Call
Namco Gun	£21.99
Memory Cards	£Call
Colour 8m	£8
Playstation Games	£Call
Grand Tourisimo 2 JAP	£Call
Ace Combat 3 US	£Call
Suikoden 2 US	£Call
Resident Evil 3 USA	£Call
Video CD's (Mpeg1)	£Call
Playstation VCD Card available for latest 900X Playstation!	£39 (not DVD) £Call

Nintendo 64

Nintendo 64 Universal	£Call
Nintendo 64 to Gameboy Adapter	£Call

Games

Donkey Kong 64 Nintendo	£Call
Perfect Dark	£Call
Jet Force Gemini	£Call
Pokemon Snap	£Call

Gameboy

Gameboy Color Unit Yellow	£57.99
Gameboy Exchanger	£Call
16M Blank Gameboy Cart	£Call

Pokemon

Pokemon RED/ BLUE/YELLOW	£22.99
POKEMON YELLOW Bundle inc. Gameboy and Poke Yellow Game	£Call
Pokemon Pinball	£29.99
Trading Cards	£Call
Pokemon Plush Various Characters	£Call
Pokemon Keyrings	£Call
Pokemon T-Shirts	£Call

Lastest version Neo Geo Pocket Colour available

Pikachu Virtual Pet £19.99

Please send registered cash, cheques, postal orders to - Console King, PO Box 6, Narberth, Wales, SA67 7YG!

NEO GEO POCKET/ PLAYSTATION/DREAMCAST AVAILABLE

PLEASE E-MAIL/WRITE OR FAX US FOR A LIST!

Credit Card Hotline :-
01834 869268/
0410 425019
Fax:- 01834 860 692
www.consoleking.com
sales@consoleking.com

tel: 01834 869268/0410 425019
www.consoleking.com Sales@consoleking.com

CONSOLE KING
ESTABLISHED 1995

WANTED

FOR CASH OR EXCHANGE

CONSOLES COMPUTERS GAMES

RETRO & MODERN

BUY • SELL • TRADE

POSTAL SERVICE AVAILABLE

(Please bring official ID with address & signature when selling or exchanging)

COMPUTER & GAMES EXCHANGE
65 Notting Hill Gate, London
W11 3JS ☎ 0171 221 1123

OPEN 7 DAYS 10am - 8pm

VAST SELECTION ON SALE

PlayStation & N64 Cheats & Tips

Over 250 Games

Quick Live Service

Tel: 0906 690 3041

Calls cost 50p/min Line open 10am to 10pm

Please ask permission from the bill payer

Liv Line, PO Box 25, BT41 2DW

CYBER NET Video Games Experts

PlayStation • SEGA • PC CD ROM • Dreamcast • N64

The Best Mail Order Games on the Internet

Tel : 0181-789 7196 MAIL ORDER !

287 PUTNEY BRIDGE ROAD
LONDON SW15 2PT

Opening Hours
11 - 11 Monday - Sunday

Visit our web site at : www.cybernet-filmstudio.com

Special Offer!
Buy Any Game and Get 2nd for Half Price
Only one coupon per person, valid until end of December 1999. Coupon must be presented at purchase of game.

THE GAMES ROOM

Dreamcast • DVD • PlayStation • N64

PC CD ROM, GAMEBOY, MEGADRIVE

Games and accessories for all formats

Sellers of new and pre-owned games at low prices

6 Old Street, Clevedon, BS21 6ND (North Somerset)

01275 340800

£2 off any game on production of this voucher (one offer per customer)

Opening hours: Mon-Fri 12-5.30pm • Sat 10-6pm • Sun 10-4pm

TELEGAMES

ESTABLISHED FOR OVER 18 YEARS

UK'S LARGEST NEO GEO STOCKISTS

If you want PlayStation • Nintendo 64 • Dreamcast games or consoles – we can supply all your needs – now and in years to come.
We are probably the only company in the world still supplying and repairing games for all these systems:
Neo Geo • Lynx • Megadrive • Nintendo • Colecovision • Atari 2600 • Mega CD • Intellivision • Gameboy • Neo CD • 3DO • Atari 7800 • Game Gear • Jaguar • Super Nintendo • Master System • 32X • PC Engine • Neo Geo Pocket • Saturn, etc

N64 joypad extension leads £2.75 with any other item for GamesMaster readers

All the latest JAGUAR games in stock

World Tour Racing CD Iron Soldier II CD
The CD games you can't miss!!! - in stock now
Skyhammer now in for Jag 64

JAGUAR Console
LOWEST EVER PRICE!
with joypad, power supply etc plus 2 FREE games, plus you choose any one of the following: Alien vs Predator, Doom, Power Drive Rally, Theme Park, Tempest 2000 or Wolfenstein 3D from us and pay £49.99 for it and get the console and 2 other games free.

LYNX 16 Bit Colour Handheld
The World's first colour handheld is now the cheapest in the world!!
Batman • Battlewheels • Joust • European Soccer Challenge • Pit Fighter • Steel Talons
Plus Free Chess game cartridge

NEW FOR LYNX
HYPERDROME
IN STOCK, PLUS LEXUS & PONX
£39.99 with any game listed here

Personal callers welcome at our shop at Kilby Bridge. Order Processing, Post, & Insurance - extra charge. Order with confidence from the largest stockists in Europe. Send SAE for game lists. (State system(s) required)

TELEGAMES Kilby Bridge, Wigston, Leicester LE18 3TE OPEN: Mon-Sat 9am-6pm
Sunday 10am-1pm Tel (0116) 288 0445 Fax (0116) 281 3437 Email sales@telegames.co.uk
FULL LIST/OFFERS ON OUR WEB SITE: WWW.TELEGAMES.CO.UK

To advertise in the No.1 multiformat magazine in the UK

call Hadyn Giles on
01225 442244

or email him at
hadyn.giles@futurenet.co.uk

FREE design and typesetting service when you advertise in Games Master

Games Master RETAIL DIRECTORY

SOUTH WEST

GAMES DIRECT
Come and spend your money with us!!!!
282 Gloucester Road, Horfield, Bristol.
Tel: 0117 9444555

SOUTH EAST

THE COMPUTER CAVERN
We sell and p/ex. PlayStation / N64 / PC CD-Rom / DVD / Sega / Gameboy. 3 Baxter Court, High Baxter St, Suffolk
Tel: 01284 764980

WEST MIDLANDS

ARCADIA GAMES
Dreamcast in stock. Part exchange welcome
Brierley Hill Tel: 01384 350133

MIDLANDS

COMPUTER FRIENDLY
We buy, sell and part exchange all the latest console games and accessories.
Call now on
01582 475699 or 01908 645235
Leighton Buzzard, Dunstable, Milton Keynes

PSST !!!

WANT CHEAP GAMES ?
Our games are so cheap we can't even print prices like

QUAKE 3 ARENA PC
£25.95
FINAL FANTASY 8 PSX
£27.95

so check out our web site
MegaCheapGames.com
or call
0171 704 0100

FUTURE 2000

All Dreamcast, PlayStation, Gameboy Color, Neo Geo & N64 games & accessories available at **low, low prices!**
All prices include postage & VAT
PO Box 102, Southsea PO4 0YF
Tel: 01705 710044

Easy access turn key
120 names & telephone no's
Clock,Calendar,Alarm
Fortune Teller & Casino games
World time (100 cities)

Colors Yellow Red Blue Grey

£6.99 each (incl.VAT & Postage)

Send Cheques/Postal order to:
Sanderstead Senses Ltd
157 Sundale Avenue,Selsdon,
Croydon,Surrey CR2 8RS.
Tel/Fax 0181 657 1172

CART BOOT SALE!

Roll up, roll up for Cart Boot! Everyone's a winner! C'mon guvnor, let's see you have a go. You might pick up something tasty for the missus and, i'll tell you what, i'll even throw in a massive penpals section 'n' all. Can't say fairer than that!

GAMES FOR SALE

Game Boy games for sale, £12 each. *Oddworld Adventure* and *Game & Watch Gallery*. In very good condition.
Rob Taylor 01257 252 745 (after 4pm, weekdays)

I'll sell any of these games for £15: *V-Rally, Road Rash, Command & Conquer, Grand Theft Auto, Tomb Raider* 1 and 2, *Actua Golf 3* all for the PSX.
Jesse Collett 0181 740 0620

I'm selling *South Park*. Fully packaged with instructions. £40.
Matt 01993 868 766

***Mystical Ninja* starring Goemon** £20. *Mission Impossible* £15. Both for £30. Both for N64.
Ross Gamble 01505 842 142

PlayStation and SNES games for sale. All PlayStation games £18 or less including *Metal Gear Solid*. All SNES games a fiver, Wicked prices. So call me now!
Martyn Steven Daniels 0181 668 6581

PlayStation *Premier Manager '98*. New, never used, £20. *Duke Nukem*, never used, £20.
Michael Lambert 0181 984 0620

PSX games: *Michael Owen's WLS '99* £15, *Premier Manager '99* £15, *FA Premier League Stars* £20, *Tomb Raider 2* £10. All boxed and as new.
Ben 07930 849 603

Scooter 2000 walking talking robot. As new. RRP £80. Bargain £50 including batteries and original box. Get dialling...
Andrew Aitken 01476 577 599

***TR3* and guide £30,** *Ridge Racer 4* £15, *MGS* £20, *GTA, Die Hard Trilogy* £12 – PSX. *Mario Party* £25, *Zelda* £30 – N64. Send cheques or POs to:
Ben Lankester, 22 Marshall Avenue, Bognor Regis, West Sussex PO21 2TL

Two N64 pads, one rumble pak and memory pak. Also *Broken Sword 2* and *C&C* for PC. Any offers, please phone...
Kerry 01253 864 003

Various Nintendo 64 mags. 44 in total and 21 tips and cheat books, all recent. Good condition. £30.
Martyn 0118 950 2697

GAMES WANTED

Desperately wanted: *Broken Sword 2* for PlayStation. Willing to pay £11 or swap.
Steven Vaughan 01267 281 567 (after 5pm, except Thursday)

Jaguar with one or two games. Does not need to be boxed. Price around £30. Plus *V-Rally* for sale for PSX £10.
William Creiyhton 0141 579 7152

Looking for an Action Replay cartridge for the Sega MegaDrive. Will pay up to £10.
J Bullows 01377 253 756

Wanted *Premier Manager '97/'98* for the Sega Saturn and/or *Theme Park*.
Peter Kirwan 01823 667 854 (4-6pm)

Wanted *Salamander Deluxe, Chase HQ, Power Drift,* *X-Men Vs SF, House of the Dead* all on the import Saturn. I will pay £20 each.
Dave 01604 452 956

GAMES TO SWAP

I want to swap *Mario Kart 64* for any N64 game in good condition. Thanks for listening!
Hardial Kalsi 0121 355 7359 (after 4pm)

I will swap *Bugs Bunny Lost in Time* PSX for *Tomb Raider 3* PSX.
Thomas White 01344 780 875

I will swap five MegaDrive games – *PGA Golf Tour '96, FIFA '97, Street Fighter Champ, Speed Ball 2, Premier Manager* – for *Story of Thor*. That's one game for five! All boxed and in good nick.
Vincent Wylie 0191 518 4307

I will swap *Mission Impossible* for *WWF Warzone* or *WCW Vs NWO Revenge* (N64).
Philip Bowyer 01702 343 569

I will swap *Mortal Kombat 4* for *WWF Warzone* or *Attitude* for the PlayStation.
Sean Platt 011 320 5767

I will swap my games *The Simpsons: Bart Vs The Space Mutants* or *James Bond* for your *Earthworm Jim* or *Street Fighter 2 Turbo*. Gis a call!
Luke Webley 01451 810 002

I would like to swap *Formula 1 '98* for *WWF Warzone* (instructions and box not a necessity. So call me after 6pm.
Jake 01924 521 799

Will swap *Porsche Challenge* (PSX) for *Sonic*s 1,2,3 and *Knuckles* or just *Sonic 3* and *Knuckles* (Mega-Drive games only).
Ollie 01525 860 017 (Sat & Sun only)

Will swap *Zelda, Bomberman, Mission Impossible* (all N64). *Final Fantasy 7* (PSX) for *Command & Conquer* (N64).
Andrew 0774 715 0869

Willing to swap *South Park* for a racing or a fighting game.
Michael 01463 225 590

FANZINES

Anyone interested in joining a *Quake Team Fortress* clan check out:
http://members.tripod.co.uk/TFCLAN/Apothecaries

Multi-format cheats mag. Send 50p plus name and address to:
Andrew Muckles, 30 Middleham Court, Castlemead, Sunderland

Pokémania, the new mag about Pokémon and it's only £1.75. You know you want it!
Edward Bailey, 49 Shaw Close, Andover, Hants SP10 3BT

PENPALS

16-year-old lad wants female penpal aged 16-22. Must love PSX and music, hate N64. Please send photo. I am a PlayStation freak.
Paul McKenna, Altnaveigh, Augher, Co Tyrone, Northern Ireland BT77 0EP

Female 11-13. PSX fan of *Res 2,* WWF, *Tomb Raider*s, *FF7*. Must have sense of humour. Photo if possible please. All replies answered. See ya!
Daniel Rodwell, c/o 88a Lees Hall Road, Thorhill Lees, Dewsbury, West Yorks WF12 0RJ

Female penpal wanted, 13-15. Must like PlayStation, N64.
Michael Jozefczyk
e-mail: putter3665@aol.com

Female penpal wanted age 15-17. I am 15. Anyone who likes House and Garage and football please reply. I play football and support Arsenal. They're ace!
Lee Campbell, 9 Kynance Gardens, Stanmore, Middlesex HA7 2QJ

Female penpal wanted age 14-19. I am 18. I like football, wrestling and all types of games. I have a PlayStation. 100% reply guaranteed. Write now!
Lee Smith, 8 Bankside Avenue, Radcliffe, Manchester M26 2QH

Female penpal wanted aged 14-16, into anything. Local if poss.
Ricky Faherty, 61 Uplands Road, Handsworth, Birmingham B21 8BU

Female penpal wanted aged 12. Must like WWF and South Park and maybe have a PlayStation.
Paul Mahoney, 31 Clare Road, Bootle, Merseyside L20 9EJ

Female penpal wanted. Don't care what you like. Please enclose photo if possible. 100% reply guaranteed. Please write quick if you're 12 to 14. I'm 12.
Sam Thomas, 17 Dry Hill, Park Road, Tonbridge, Kent TN10 3BL

Female penpal wanted. I like WWF, most chart music and have a PSX. Must have a sense of humour and be aged 12-16. Reply guaranteed. Get writing girls...
Joe Comiskey, 42 Station Road, Acocks Green, Birmingham B27 6DN

Female penpal wanted now! Aged 14-16, must like WWF, PSX, sport, music or Friends. I'm 15. If poss send photo please. 100% reply guaranteed.
Craig Rielly, 80 Ennerdale Road, Cleator Moor, Cumbria CA25 5LJ

Hey! Female penpals wanted. I'm 15/M. I've got a PC and Nintendo 64. I'm also well into Hip-Hop and bikes. Please send pic if poss.
Ollie Cripps, 25 Sandringham Road, Southend-on-Sea, Essex SS1 2UQ

I'd like a penpal 12-15. If you don't like Game Boys (I'm a fanatic) you can go and shove off! Must love Game Boys and everything to do with them!
Steven Dixon, 156 Walpone Road, Lockwood, Huddersfield HD4 5ET

CART BOOT SALE

I'm a 10-year-old male who's looking for a male or female who's aged 10-12 who likes South Park and Simpsons and who has a PlayStation and likes a laugh. I will reply if you write!
Tyrone John Mathlin, 35 Ty Rhiw, Taffs Well, Cardiff CF4 7RU

Male or female, must like Aston Villa, N64, WWF or WCW. Age 13 to 16, I'm 14. Please send pic.
T Jones, 35 St Christophers, Handsworth Wood, Birmingham B20 1BP

Male penpal. Must like WWF and Formula 1. Must have PSX. I also like Man United, South Park and Friends. Please send a photo.
Sarah Cutts, 34 Randerson Drive, Kilnhurst, Mexborough, South Yorkshire S64 5UW

M/F penpal. I'm 12, have N64, love wrestling, like South Park. Also have PSX. Fave game *WWF Attitude*. Photo optional. Must like all or any sports.
Kevin Legg, 58 Napier Drive, Dryburgh, Dundee, Scotland DD2 2TD

M/F penpal wanted 16+. Likes comics, vampires, PSX and other suitably weird stuff. No photo necessary. Reply 100% guaranteed. No normal people please, just weirdos!
David Sangster, 69 Jubilee Road, Whitburn, West Lothian EH47 0AT

M/F penpal wanted aged 14-16. I am 14. I like Friends, music, wrestling and any games console at all (I'm not proud, me). My favourite games are *Goldeneye* and *FF7*. So get scribbling!
Richard Martin, 10 Stockdale Avenue, Davenport, Stockport SK3 8QX

M/F penpal wanted, any age (I am 14). I like the Net and pop music especially Geri, Spice Girls, Westlife etc. Reply 100% guaranteed. No photo needed.
Kathleen Sheridan, 45a Woodville Drive, Marple, Stockport SK6 7QS

Need M/F penpal aged 8 to 12. Must like Simpsons and all *Tomb Raider*s or have PSX and PC. 100% reply to everyone. Contact me soon!
Lauren O'Neill, The Bell House, Hadham Cross, Much Hadham, Herts SG10 6AL

Penpal wanted, male or female, 13-16. Must have computer, like WWF. Will reply to all letters. Send photo if possible.
Jordan King, 64 Penneiton Place, Boness, West Lothian EH51 0PE

Respect to all lady gamers, you know the koo. Let me hear from u! Love clubs & music & games & anything else. Age 20. Get writing gals! 100% reply.
Ethan Johnstone, 65 Gledwood Avenue, Hayes, Middlesex UB4 0AW

Wanted M/F penpals who love South Park, Simpsons, Star Trek, vampires, PSX and life. 100% reply guaranteed.
Johnny Boy, 17 Forest Crescent, Galashiels, Scotland TD1 1JR

CONSOLES FOR SALE

Clear Game Boy complete with carrying case and five games including *Zelda*. New batteries and in great condition. £35-40.
James Taggart 01943 463 002

Dreamcast, import, two games, two controllers. Comes boxed as new. Buyer collects or sends cash and courier. Offers over £225.
Robert Ramsey 01438 217 126 or 07979 875 606

For sale SNES and Super Game Boy plus six controllers, Multitap, two tips books and 10 games. £100 ono or swap PSX games for Neo Geo Pocket Colour, GBC or Game Genie.
Elke 01923 440 537

N64, eight games including WWF Attitude, two control pads, memory card. All boxed, as new. £275 ono.
Stuart Howett 0181 523 0505 (after 4pm)

N64, five games, two controllers, expansion pak and memory pak. Games include *Zelda* and *Goldeneye*. Every item fully boxed. Games with instructions. £140 ono.
Ben Kemsley 01732 364 202

N64 for sale with eight top games: *Zelda, Turok 2*. Two boxed pads, two rumble paks, scart lead. Mint condition, all boxed, £210.
Neil Smallwood 01922 638 834 (after 4pm)

N64 for sale plus expansion pak, three controllers, 15 games (mostly boxed). Other accessories available – bag, steering wheel etc. Ring for a good bargain.
Stephen O'Donnell 01648 737 998

N64, four pads, carry case, 1MB, 256K memory cards, jolt pak, *Body Harvest, Zelda, Goldeneye* and four others. £150 ono.
Ryan Gates, 6 Elson Lane, Gosport, Hants PO12 4ET

N64, two controllers, 10 games including *Goldeneye*, Mad Catz steering wheel, cheat card (Action Replay), rumble and memory pak. £230 or any reasonable offer. All boxed and in good condition.
James Fox 01763 242 787
e-mail: jajajamy@yahoo.co.uk

N64, two controllers, rumble/memory pak, six great games. All boxed, immaculate condition, £150. Great bargain.
Lee Patterson 0161 724 8761

Nintendo 64 for sale in vgc. Includes two pads, two ace games (including *Goldeneye*). Will accept £140 ono.
Pardeep 0121 429 8578 (weekdays after 6pm/weekends all day)

PlayStation, 36 games including Tekken 3, *Gran Turismo, Metal Gear Solid, FF7, Ridge 4, WWF Attitude* plus two memory cards, gun, Multitap, three control pads (one Dual Shock). All boxed with manuals and in excellent condition. £499.
Raymond Mok 01925 637 174

PlayStation, boxed, eight games, two controllers, two memory cards, two demos. £200-£150.
Ben 01278 685 715
e-mail: rollo@glass49.fsnet.co.uk

PSX, nine games, three controllers, two memory cards, Scorpion light gun and RF unit. £180.
Daniel Green 01432 359 393

***Revolution X* arcade machine for sale.** Won in a GM competition! Good condition, open to offers. Collectors welcome!
Jim Cotterill 07747 637 907 (phone off between 12 and 8pm)

Sega Saturn, two pads, light gun, 14 games including *Tomb Raider, Soviet Strike*, both *Virtual Cop* games and six demo discs. Offers £200 minimum.
Tom Maxred 0114 287 5477

Sega Saturn with 12 games, four demo discs, two controllers and loads of Saturn mags. *Sonic R, Sega Rally* and *MK Trilogy* included. £65 ono.
Andrew 01582 608 958

SNES for sale. One pad, three games including *Mario All-Stars* and *Yoshi's Island*. Fully boxed, good condition. £20 ono. I am insane!
Peter Willman, Ribblesdale, Lancaster Road, Knott End, Poulton-Le-Fylde FY6 0DX

SNES with two controllers, six games, *Mario World, Mario Kart, Mario All-Stars, Street Fighters, Busts Loose, Kirby Dream Course*. £20 or £3 per game.
Daniel Otim 0151 531 8401

CART BOOT SALE!

Sell games, buy ones you've always wanted, make some dosh out of that old console or find a GM penpal. It's free with our reader ads service...

Got a frying pan to sell? Need to shift second-hand motor? Want to swap your council house? Well, you're in the wrong mag. Try Exchange & Mart instead. Nope, this is the place to sell and swap games, offload your old console, find a classic game, advertise your fanzine and make contact with other GamesMaster readers. And best of all, like sunshine and trees, it's completely free! Simply write your ad on the form below (or use a photocopy if you don't want to cut up your copy of GM) and we'll print the ad in the earliest available issue.

NAME
ADDRESS

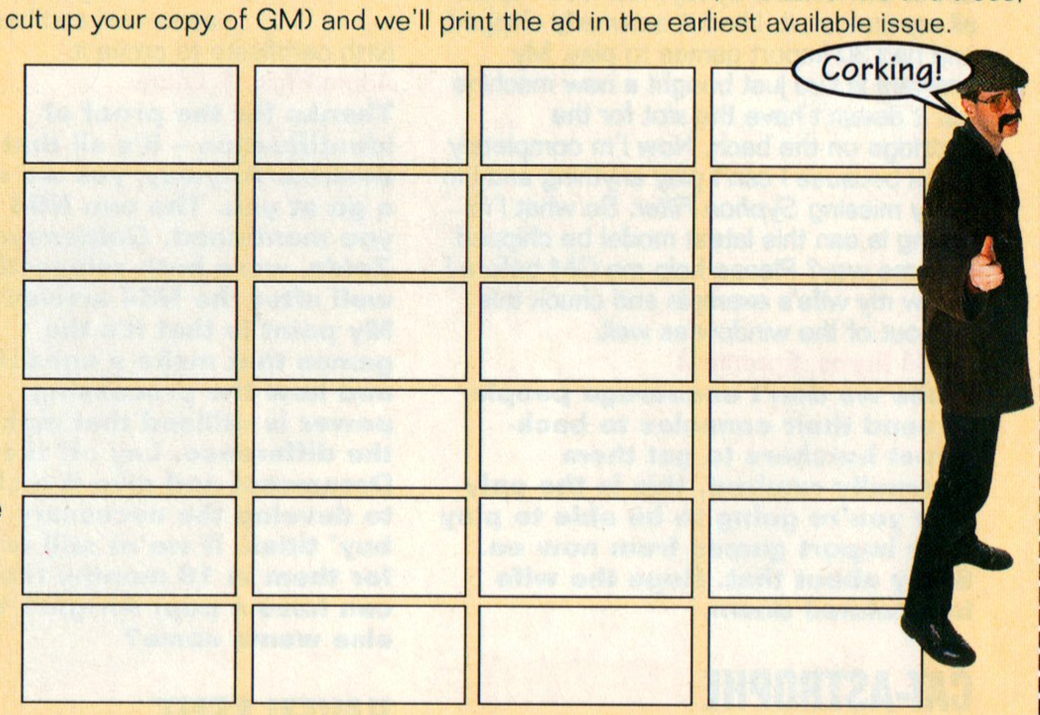
POSTCODE

TELEPHONE

Please write your ad in the boxes to the right **using your clearest BLOCK CAPITAL handwriting**. Keep one word to a box to save our eyesight. Remember to include either your address, telephone number (with dialling code) or e-mail address so people can get in touch.

Please put my ad in the following section (please tick)

- ☐ Consoles For Sale
- ☐ Games For Sale
- ☐ Games To Swap
- ☐ Fanzines
- ☐ Penpals
- ☐ Games Wanted



Send your completed form to:

Cart Boot Sale, GamesMaster, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

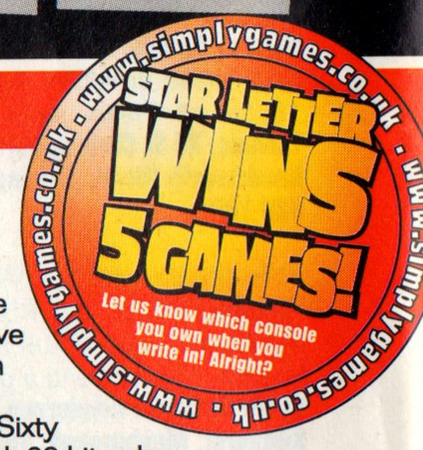
THE RULES

Listen here and listen good. We'll only print private ads. Trade ads will be escorted to the door by a burly security man. Ads for pirate software aren't allowed and will result in you doing chokey. If you're under 18 please get your parents' permission before placing or replying to ads and make sure you're allowed to include your home phone number. And remember, we can't be held responsible if some dodgy bloke cashes your cheque and doesn't send you the goods.

Signed _____

G-MAIL

GAMING'S LOUDEST LETTERS PAGE!



SLINKY LINKS

Dear GamesMaster

I've noticed that there are hardly any link-up or G-Con games available. Recently I've been playing with a link between my PlayStation and my friend's while running the brilliant *C&C Retaliation*. I realise that it might take a fair bit of setting up, but it's worth all the effort in the end. So tell me why are there so few linkable and shooting games for those of us who love them?

Daniel Blenkin, Northallerton

The reason why there's not too many G-Con games around is because they are really one-dimensional games. They're all pretty similar so once you've got one you really don't need another. Ahh. As for link-up games, developers are much more likely to concentrate on providing multi-play action on a single split-screen. Hopefully the new age of on-line gaming consoles should satisfy your multiple personality.

PASSED PORT?

Dear GamesMaster

I have recently had my PlayStation thrown out of the window by my wife 'cos I spent all my time on it. I had it externally chipped and had 30 import games to play. My problem is I've just bought a new machine but it doesn't have the slot for the cartridge on the back. Now I'm completely stuck because I can't play anything and I'm really missing *Syphon Filter*. So what I'm asking is can this latest model be chipped in some way? Please help me GM before I follow my wife's example and chuck this one out of the window as well.

David Burns, Egremont

While we don't encourage people to send their consoles to back-street butchers to get them internally rewired, this is the only way you're going to be able to play your import games from now on. Sorry about that. Hope the wife has calmed down.

CAT-ASTROPHE

Dear GamesMaster

I have a super-human cat, called Mindy, who is a complete god at *Final Fantasy 7*. He finished it in 23 hours and 30 minutes and collected everything there is to collect and has visited every single location in the game. I now find it very difficult to get him off my PlayStation as he hogs it all day. He is now trying his paw at *Tomb Raider 3* and, although he has been playing solidly for the past two weeks, he just can't get past the second level. He is now completely fed up, refuses to speak to anyone and has even stopped chasing next door's bull terrier. He's stopped eating too and I'm starting to get a little worried.

To add insult to injury, the terrier (amazed at Mindy's computer skills) has tried to copy him, but he's really thick and his eye/paw co-ordination isn't too good. It must be that Pedigree Chum rotting his brains or something...

James Dixon, Gateshead

Right... Good. I bet you can hear your pets talk can't you James. Do you happen to live under electricity pylons or did you eat paint chips as a small child?

BAD DREAMS

Dear GamesMaster

I know that you will have a go at me, but I think that the Dreamcast is a load of rubbish. When I first heard of it I thought that it would be great. So as soon as it came out in Japan I rushed to my local games store, played on it and thought that it was okay but not overly great.

Then last month, when the demo units came out in all the stores, I though that it was even worse. They've got all of that computing power and wonderful graphics, but the gameplay is rubbish.

I bought an N64 about a year ago and I have to say that with games like *Zelda* and *Goldeneye* it still beats the Dreamcast hands down. It's gameplay that we players want and Nintendo consistently come up trumps in this department. So I can't wait for the Dolphin to come out, because I know its guaranteed to deliver what I'm looking for.

Oh by the way, my names real and here's my birth certificate to prove it.

Adam Rickett, Luton

Thanks for the proof of identification – it's all that my heart desires. Anyway, yes we will have a go at you. The two N64 games you mentioned, *Goldeneye* and *Zelda*, were both released well after the N64 arrived. My point is that it's the games that make a console, and how the processing power is utilised that makes the difference. Lay off the Dreamcast and give it a chance to develop the necessary 'must buy' titles. If we're still waiting for them in 18 months then you can have a pop. Alright? Who else wants some?

HAVEN SENT

Dear GamesMaster

I am writing to say how relived I am to see that *Pokémon* isn't coming out on the PlayStation. You'll all agree with me when I say that Tamogotchi's were totally crap and should have ended their life under a hammer/frying pan. Now Nintendo have launched *Pokémon* on the Game Boy and boosted the sales of their handheld. I really don't see anything great about hairy little monsters running around making each other faint, but I'm glad that *Pokémon* has breathed some life back into the Game Boy.

Conor Martin, Malahide

We don't really think the Game Boy needed much of a revival but it's nice to have some positive sentiments. Only time will really tell if it is indeed a blessing that the PlayStation doesn't get *Pokémon*. Will we need a refuge from the Pokémania or will PSX owners just be jealous?

ALL TIME GREATS

Dear GamesMaster

Because it's almost the start of gaming's first full millennium, I thought that it would be a good idea to hold a competition to guess the top 10 games since say 1972. The GM crew would vote among themselves as to what they thought this all time great chart would be and then the first correct entry would win a prize. Just in case you decide to follow up my idea, here are my personal top 10: 1. *Zelda* (N64), 2. *Goldeneye* (N64), 3. *Metal Gear Solid* (PSX), 4. *Doom* (PC), 5. *TOCA2* (PSX), 6. *Resident Evil 2* (PSX), 7. *Mario 64* (N64), 8. *Tekken 3* (PSX), 9. *Tomb Raider* (PSX), and finally 10. *ISS '98*.

James Hopkins, Birmingham

Hmmm... *TOCA2*? I can't argue with the others, but how come *Rat Attack* doesn't figure? Yes we will be doing something special for the Millennium and you never know we might even nick your idea and use it in ways you couldn't possibly imagine. Muhahaha...

ULYSSES

Dear GamesMaster

Interactive full motion video, they promise us. Emotion attachment to the individual characteristics of each henchman. Fighting world wars through RS 232's. A depth of challenge and achievement more fulfiling than a layman's life. At what cost?

With more units sold than ever before, with gamers as the new MTV generation, we are yet to see our naive dream of a drop in software prices become a reality. Sixty frames per second, 32-bit colour, depth and real life individual characteristics will simply mean spiralling development costs, leading to higher software prices. A sculpted black box, an all-in-one entertainment system, surround sound, DVD and a capability for resolutions so high as to make a mockery out of your television. Eighty pound per game, £250 Trinitron monitor. The global solution, three nights hire £10 and £30 per month connection fee to the Sony 0800 server, £1 for a bottle of Pepsi. This is the true next step in game culture, long before virtual Freud provokes our thoughts and the death of a pneumatically enhanced Diana brings tears to the eyes of a nation.

Paul Cathcart, Cyberspace

OK...Yes, we must fear change, we must be scared of the future. Only when we have sleepless nights about how our pop-tart culture is slowly eating itself will we really be living... Paul, shut it.

GLORY BOX

Dear GamesMaster

In GM issue 88 you mentioned that Microsoft are developing their first ever games console currently entitled The Mariner (previously the X-Box). There are a pile of rumours regarding this machine including some deal about the software support for the Dreamcast (ie, if there are enough sales of Sega's new console, the Mariner project may be shelved in favour of Microsoft providing software support for the DC instead).

STAR LETTER

Dear GamesMaster

I am writing to complain about poor quality of games in general, and to specifically have a go at SCI's *Carmageddon* on the PSX. After a seemingly endless release slippage, I received a copy of the splat-em-up that I had ordered. But once I had played it I realised I had been sent an unfinished copy. I contacted SCI and spoke to one of their Q&A guys only to be told I did have the finished copy. Why did I think I had an unfinished copy? Poor graphics, glitches, pop-up and worst of all the handling of the cars. It all makes me wonder why a bad game ever gets released. Surely the imperative with developers must be to take games to the next plateau. They must have know of its poor quality way before they rele[ased] and I also I find it suspicious that no mag reviewed a finished copy of this [game].

Lee Perkins, Birmingham

Time and budget constraints are often responsible for poor games. Developers can't spend ages over every title if they have limited resources. But SCI knew this was a flawed game and that was why we didn't receive a copy for review. Until now!

Every star letter wins the top five titles for the console of your choice from those excellent people at Simply Games. Contact them now at simplygames.co.uk

HTTP://WWW.SIMPLYGAMES.CO.UK

simplyGAMES

THE PLANET'S FAVOURITE ONLINE GAMES STORE

BLOOD SPORT

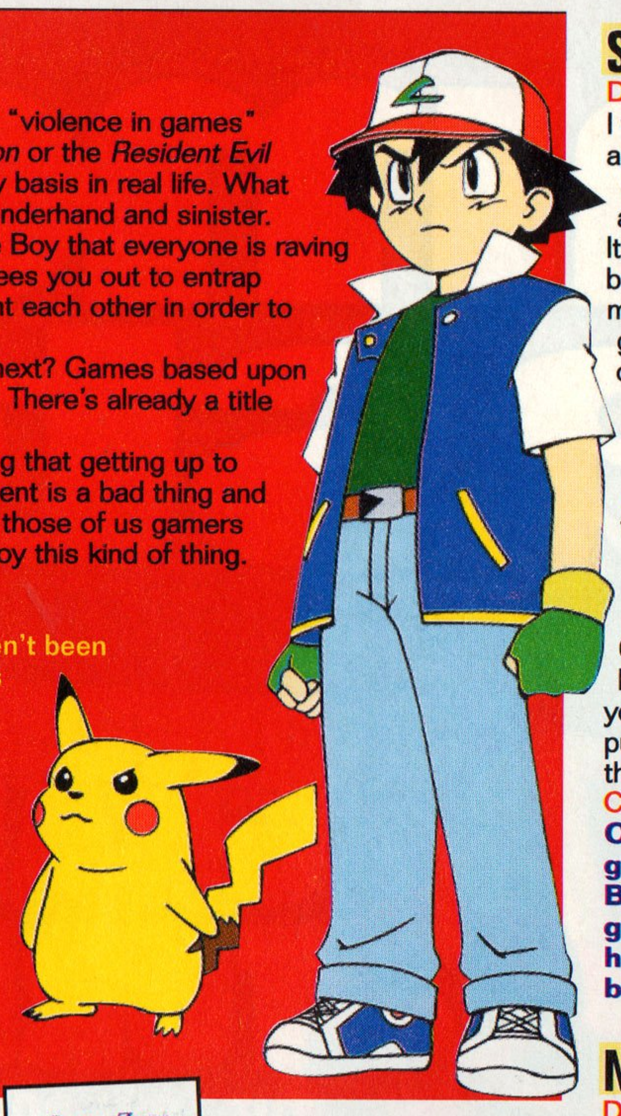
Dear GamesMaster

I'm afraid this letter is another one of those "violence in games" debates, but it's nothing about *Carmageddon* or the *Resident Evil* series because those games don't have any basis in real life. What I'm talking about is something much more underhand and sinister. Pokémon! Yes the cutesy title on the Game Boy that everyone is raving about at the moment, Here's a title which sees you out to entrap innocent wild animals and force them to fight each other in order to increase your personal status.

What can we expect from developers next? Games based upon fox-hunting, badger baiting or cock fighting? There's already a title that puts you in the role of a deer hunter!

Now don't get me wrong, I'm not saying that getting up to any of this kind of stuff in a virtual environment is a bad thing and something that should be banned, only that those of us gamers who are animals lovers as well, may not enjoy this kind of thing.

Philip King, Newbury



It might surprise you to know that we haven't been bombarded with letters from angry parents appaled with the content of Pokémon. But even though your point may be tongue in cheek, you do have point. However, if you look at videogames, the most endangered species is humanity itself. How many poor marines, Italian plumbers, and large breasted explorers have to die before something is done. Must we continually weep over Solid Snake's mangled corpse? In fact lets have more cute cuddly things getting killed and try to forget the fragility of our own lives. Amen.

Also people are commenting that if the Mariner does make it into production it's going to be 10 times as powerful as the PlayStation2. Is there any truth behind any of this and what can we expect to pay for such an advanced piece of technology?

David Levett, Grendon

Dave mate, I'm sorry to say that even the fountain of all knowledge – GM are slightly in the dark. As yet there's been no confirmation from Microsoft about the console so all we are left with is rumour and speculation. It has been said that they're scared of Sony 'owning' the living room, so wanted the piece of the action. As for it being 10 times as powerful, We very much doubt it. Sorry to be so vague but it's basically a case of keep reading GamesMaster...

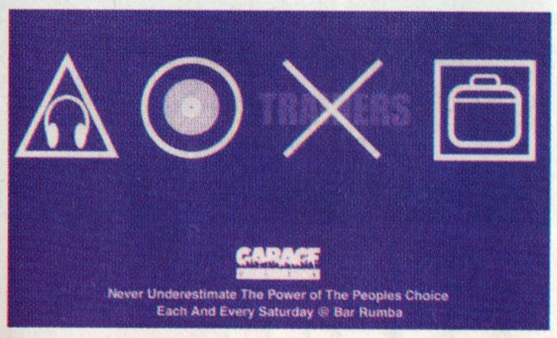
Despite the fact that your letter was written on Man Utd writing paper we were all impressed with your efforts. We reckon you were a bit generous with your marks, but you can't beat enthusiasm. Looked great, read great, tasted even better. Keep it up Dave and remember – you gotta stay hungry.

SYMBOLIC GESTURE

Dear GamesMaster

On my way home one day, thinking how cool the Dreamcast was, I noticed a strange looking PlayStation flyer. When I picked it up and had a closer look, I saw it had nothing to do with Sony's console. I thought to myself, is this a coincidence or a blatant copy of the company's logo and caption? So I thought I'd send it to you for your opinion.

William Cox, London



Is nothing sacred? It just shows how trendy and cool games have become when the PSX add cred to a night of voodoo-stepping-dark-core. Yer see, the PSX's wicked! It's bangin', it's kickin' and enables you to have a 'large one' in your own living room. But remember to clean it up afterwards.

PROPER GANDER

Dear GamesMaster

I have made some PlayStation game leaflets on my PC. I know I'm not up to your level of gaming journalism, but I hope you like them all the same.

David Wright, North Shields

BYE BYE BOY?

Dear GamesMaster

I am one confused gamer. I own a Game Boy Color with a whole host of impressive games to play on it. I should be happy right? Wrong. Now that the Neo Geo is out in the world I'm worried that it's going to walk all over my beloved Game Boy. Now correct me if I'm wrong, but it's a 16-bit console with a massive screen which is basically like a mini Mega Drive compared to my 8-bit handheld from Nintendo. What I want to know is will this new machine put my Game Boy to shame and should I sell up and get out fast? Also, is there any chance there might be a TV adaptor for the Neo Geo?

John Drummond, Edinburgh

Hey, easy there tiger. There's no rush to get rid of your Game Boy. The Pokémania that's rife throughout the world has made the Nintendo's machine the hottest console at the moment. But if super furry animals aren't your bag then you must surely get excited about *Res Evil* coming out. In fact there hasn't been a better time to own a Game Boy. The Neo Geo, although good, is only marginally better than your Game Boy Color, so just play it cool, boy.

SNAP UNHAPPY

Dear GamesMaster

I would just like to comment on how there are so many N64 releases in Japan, and yet no English conversions are made. I am mainly talking about *Pokémon Snap*. It's a totally new idea, never produced before, and I think it would rake in the money over here. GamesMaster even gave it a whopping 91% so you're obviously thinking along the same lines as myself. And what about *Smash Brothers* as well?

With the Dreamcast out and the PS2 on the horizon, Nintendo need to buck their ideas up and release some big titles or they can kiss their European sales goodbye. And, why oh why, are we N64 owners getting all the games so late? (Just look a *Resident Evil 2*, it's a crime how long that took to arrive.) So GM, if you have answers to these queries please put me out of my misery and let me know the future of my lovely N64.

Cai Marle-Garcia, London

Obviously the *Pokémon* N64 games had to wait until the Game Boy stuff was released in order to get the Pokémania going. So, hopefully, *Pokémon Snap* should be with us very shortly.

NO FOUR-PLAY?

Dear GamesMaster

I think it's great that all the consoles are getting ready to come out and compete. The only thing that confuses me is that the PlayStation2 only has two control ports. Why? I can't understand! Now don't get me wrong, I think it'll be great, but just as before, Sony have created another two-player console. I am a PlayStation owner with a Multitap and I think the PlayStation is currently at it's best and has loads of life left in it, but is still way behind other consoles in the four-player department. Some great PSX games are now coming out and quite a few are four-player. Great, but to an N64 owner this is a regular occurrence. For example, I'm a big fan of *South Park* and I've played it on my mate's N64. But the PSX version will only be a two-player game. Sony really need to sort this out.

Danny Ceurvels, London

The most obvious reason for the PSX2 only having two ports is that they can now sell loads of Multi-taps! A bit cynical perhaps, but it makes sense. The N64 has always had the technical capability to take four-player action and it has taken a while for the PSX to catch up. But with games like *Speed Freaks*, *V-Rally 2* and *Quake 2*, they have eventually made up the ground. I doubt it will take them as long to provide some multi-player games for the PS2 as they now realise the importance of this. Also the new machine has enough power to handle the necessary 3D number crunching.

GiMME ANSWERS!

SYPHON CIPHER

Dear GM

I read through the July 1999 issue 83 and noticed that you gave tips on *Syphon Filter* such as all weapons and many more I tried every cheat and none of them worked. Why?

Gareth Vaughan, Cardiff

We must apologise to all you Gabe Logan fans out there who can't complete the game without cheating. The cheats we originally printed were for the US version, but the ones we included in issue 88 are for the UK version.

POCKET MONKEY

Dear GM

I have just bought a copy of *Ape Escape*. I was wondering if you could tell me if it will compatible with the PocketStation?

Damon Baskeyfield, Stoke

Games are not allowed to advertise the fact they are PS compatible, but we can say *Ape Escape* is.

LIMITED ACCESS

Dear GM

I am concerned about the limitations of the Dreamcast's Internet and what you can check on it. I will be gutted if only games sites are available?

Anon, Thanx

It provides almost full Interenet access, but manages to prevent access to most adult material. Also see our top feature in this issue.

POCKET B'DAY

Dear GM

It's my birthday soon and I was thinking of getting a PocketStation. Is it worth it?

Danny, London

The PocketStation would have been great if you could link up with other PS owners but as they're a bit scarce a lot of the fun is now lost. Also they're £35 each, which makes them a bit pricey!

AND REMEMBER...

YES, PLEASE

YES! Are you satisfied with your gleaming new Dreamcast?

YES! Is the Neo Geo really any better than the Game Boy Color?

YES! Tell us what the worst game you ever bought was?

PLEASE... NO!

NO! Whinging letters moaning about the scores we give games.

NO! Submissions to Cart Boot penpals without pictures.

NO! Asking where the GamesMaster's gone. The gimmer rests in peace.

G-Mail GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW

NEXT MONTH

GamesMaster

ISSUE #90

REVEALED
GRAN TURISMO 2

THE LOW-DOWN ON THE WORLD'S MOST EAGERLY AWAITED GAME!

REVIEWED
DONKEY KONG 64

THE KRAZY KONGS GET THE REVIEW TREATMENT!

MILLENNIUM SPECIAL

WE PICK THE GREATEST GAMES OF THE LAST 1000 YEARS! PLUS THE HARDWARE THAT TIME FORGOT! DON'T MISS IT!

PLUS!

- Xena Warrior Princess
- Messiah
- Tomorrow Never Dies
- Fighting Force 2
- Diakatana
- Wu Tang Clan
- Fighting Force 2
- Hydro Thunder
- Destruction Derby 64
- South Park Rally
- Urban Chaos
- Nomad Soul

FOOLPROOF WAYS TO GET THE NEXT ISSUE...

1 SUBSCRIBE!

Flip to page 52 and take us up on our bargainous subscriptions offer. Six issues for the price of five! Delivered to your door, hot off the presses, for free! Check it out!

2 RESERVE IT!

Simply cut out this form and hand it to your newsagent, saying: "Hmm, *Donkey Kong 64* y'say... i'd be a fool to miss GamesMaster #90!"

NAME:

ADDRESS:

STREET DATE: FRIDAY 24TH DECEMBER

UK's BIGGEST & BEST VALUE SERVICE

CHEATMASTER & CHEATMISTRESS PRESENT

CHEATS & TIPS FOR OVER 2000 GAMES

CHEATS UNLIMITED

VIDEO GAMES CHEATS & TIPS

INTERACTIVE TELCOM

A SIMPLE CALL AND YOU'VE GOT THE CHEAT!

PLAYSTATION

A Bugs Life
Abes Exoddus & Oddysee
Ace Combat 2 & 3
Actua Golf
Actua Soccer 1, 2 & 3
Adidas Power Soccer 1 & '98
Agent Armstrong
Air Combat
Akuji the Heartless
Alien Trilogy
All Star Tennis
Alone in the Dark
Alundra
Anna Kournikova Tennis
Ape Escape
Apocalypse
Area 51
Armoured Core & Project Phantasma
Asterix
Ball Blazer Champions
Batman and Robin
Blam! Machinehead
Blast Radius
Blasto
Blood Omen
Bloody Roar 1 & 2
Bomberman World
Brian Lara Cricket
Bubble Bobble
Bubsy 3D
Bugs Bunny: Lost in Time
Bust A Move Series
Cardinal Syn
Carnage Heart
Casper
Castrol Honda Superbike
Cheesy
Chronicles of the Sword
Circuit Breakers
Civilisation 2
Colin Mcrae Rally
Colonization
Colony Wars
Command & Conquer, Red Alert & Retaliation
Constructor
Contra Legacy of Wars
Coolboarders 1, 2 & 3
Courier Crisis
Crash Bandicoot 1, 2 & 3
Crime Crackers
Crime Killer
Criticom
Croc & Croc 2
Crow City of Angels
D
Dark Forces
Dead Ballzone
Dead or Alive
Death Trap Dungeons
Descent Maximum
Destruction Derby 1 & 2
Devil Dice
Diablo
Die Hard 1, 2 & 3
Dino Crisis
Disruptor
Doom
Dracula X-Nocturn in the Moonlight
Dragonball Z-Ultimate Battle 22
Driver
Duke Nukem, Time to Kill & Total Meltdown
Eliminator
Everybodys Golf
Evil Zone
Excalibur 2555 A.D
Exhumed
Fade to Black
Felony 11-79
FIFA '96, '97, '98 & '99
Fifth Element
Fighting Force
Final Doom
Final Fantasy VII & VIII
Firestorm
Firo and Klawd
Formula 1, '97 & '98
Formula Karts
Forsaken
Frogger
Future Cop: LAPD
G Darius
Gex, Gex 3D & Deep Cover Gecko
Ghost in the Shell
Goal Storm
G-Police & G-Police 2
Gran Turismo 1 & 2
Grand Theft Auto 1, 2 & London '69
Gunship
Hard Edge
Heart Of Darkness
Hercs Adventure
Hercules
Hexen
Independence Day
Indy 500
International Track and Field
ISS Pro '98
J. McGrath Super Cross '98
Jersey Devil
Jonah Lomu Rugby
KKND Krossfire
Klonoa
Knockout Kings
Krazy Ivan
Kula World
Legacy of Kain: Soul Reaver
Lemmings 3D
Loaded
Lone Soldier
Lost World
Lucky Luke
Machine Hunter
Marvel Super Heroes & vs Street Fighter
Max Power Racing
MDK
Mech Warrior 2
MediEvil
Men In Black
Metal Gear Solid
Micro Machines V3
Monkey Hero
Monopoly
Mortal Kombat, 3, 4 & Trilogy
Moto Racer 1 & 2
Motor Head
Nagano Winter Olympics
Namco Museum Vol.1
NBA Live '96 -'98
Need For Speed 1, 2, 3 & Road Challenge
Nightmare Creatures
Ninja
Nuclear Strike
ODT
Omega Boost
One
Overblood
Overboard
Pandemonium 1 & 2
Parasite Eve
Pitfall 3D
Player Manager
Populous the Beginning
Porsche Challenge
Power Move Pro Wrestling
Poy Poy
Premier Manager '98 & '99
Rage Racer
Rally Cross
Rapid Racer
Rascal
Ray Tracers
Rayman
Rebel Assault 1 & 2
Reboot
Re-loaded
Resident Evil 1, 2 & Directors Cut
Ridge Racer 1, Revolution & Type 4
Rival Schools
Riven: Sequel To Myst
Road Rash & Road Rash 3D
Rogue Trip
Roll Cage
R-Type Delta
Rugrats
Samurai Showdown 3
San Francisco Rush
Shadowman
Shadowmaster
Shellshock
Silent Hill
SimCity 2000
Small Soldiers
Soul Blade
Soviet Strike
Speedster
Spice World
Spider
Spyro the Dragon
Star Wars: Episode 1- The Phantom Menace
Star Wars: Master of Kerasi
Steel Reign
Street Fighter Alpha 1, 2, 3 & Ex Plus Alpha
Street Fighter Collection 2
Street Racer
Street Sk8er
Suikoden
Swagman
Syphon Filter
T'ai Fu
Tekken 1, 2 & 3
Tempest X3
Tenchu
Tennis Arena
Test Drive 4, 5 & Off Road
Theme Hospital
Theme Park
Three Lions
Tiger Shark
Tiger Woods
Time Crisis
Tobal No. 1 & 2
TOCA 1 & 2
Tokyo Highway Battle
Tomb Raider 1, 2, 3 & 4
Tomba
Tommi Makinen Rally
Tony Hawks Pro Skater
Top Gun
Total Drivin
Total NBA '97
Treasures of the Deep
Tunnel B1
Twisted Metal 1, 2 & 3
UEFA Champions League
Vigilante 8
V-Rally 1 & 2
War Craft 2: The Dark Saga
War Games
War Gods
War Hammer: Dark Omen
Warhawk
Warzone 2100
WCW Nitro
WCW vs N W O Thunder
WCW vs The World
Wild 9
Wild Arms
Wing Over
Wipeout, Wipeout 2097 & Wip3out
World Cup '98
World League Soccer '98
Worms
Wreckin Crew
Wu Tang
WWF Attitude & In The House
WWF War Zone & Wrestlemania
X men vs Street Fighter
X-Com Terror from the Deep
Xenogears
Z

DREAMCAST

A Life
Aero Dancing featuring Blue Impulse
Air Force Delta
Blue Stinger
Buggy Heat
Cool Boarders Burrn
Daytona USA 2
Dynamite Deka
Elemental Gimmick Gear
Evolution
Flag to Flag
Get Bass
Giant Gram All Japan Wrestling
Godzilla Generations
House of the Dead 2
Hydro Thunder
In Nippon Budokan Giant Gram
Incoming
King of the Fighters Dream Match '99
Marvel vs Capcom
Metropolitan Highway Battle
Monaco Gran Prix
Mortal Kombat Gold
NFL 2K
NFL Blitz 2000
Pen Pen Tri Icelon
Pop n' Music
Powerstone
Psychic Force 2012
Puyo Puyo
Ready to Rumble Boxing
Redline Racer
Sega Rally 2
Seventh Cross
Shotuko Highway Battle
Sonic Adventure
Soul Calibur
Street Fighter 3 & Alpha
Super Speed Racing
TNN Motorsports Hardcore Heat
Trickstyle
Virtua Fighter 3tb

PC

Age of Empires 1 & 2
Alien vs Predator
Caesar 1, 2 & 3
Carmageddon 1 & 2
Championship Manager 2 & 3
Championship Manager 97/98
Civilization 1 & 2
Command & Conquer
Command & Conquer: Counterstrike
Command & Conquer: Red Alert
Command & Conquer: Tiberian Sun
Commandos: Behind Enemy Lines
Commandos: Beyond the call of Duty
Delta Force
Dungeon Keeper 1 & 2
FIFA '96, '97, '98 & '99
Gangsters
Grand Theft Auto 1, 2 & London 1969
Half Life
Hidden and Dangerous
Incoming
Jedi Knight
Kingpin
Men in Black
Need For Speed 1, 2 & 3
Premier Manager 1 & 3
Quake 1, 2 & 3
Rainbow Six
Rogue Spear
Roller Coaster Tycoon
Sim City 2000
Sim City 3000
Star Wars Episode 1 Phantom Menace
Star Wars Episode 1 Racer
Star Wars: Rogue Squadron
Theme Hospital
Theme Park
Tomb Raider 1, 2 & 3
Ultimate Soccer Manager '98
Unreal
Warhammer: Dark Omen

NINTENDO 64

1080 Snowboarding
Banjo Kazooie
Beetle Adventure Racing
Body Harvest
Buck Bumble
Castlevania
Command & Conquer 64
Diddy Kong Racing
Donkey Kong 64
Doom 64
Duke Nukem 64
F1 World Grand Prix
FIFA 64, '98 & '99
Forsaken
Golden Eye
ISS '98
Jet Force Gemini
Lylat Wars
Mario 64, Karts & Party
Mission Impossible
Mortal Kombat 4. Sub Zero & Trilogy
Quake 2
Rugrats: Treasure Hunt
Shadows of the Empire
Snowboard Kids
South Park
Space Station: Silicon Valley
Star Wars: Racer
Star Wars: Rogue Squadron
Super Mario
Top Gear Rally
Turok 1 & 2
V-Rally '99 Edition
WCW Vs NWO Revenge & World Tour
World Cup '98
World Tour: Rampage
WWF Attitude
WWF War Zone
Zelda

GAMEBOY

Alleyway
Burai Fighter Deluxe
Casper
Donkey Kong
Donkey Kong Land
Donkey Kong Land 3
F15 Strike Eagle
FIFA 2000
Game and Watch Gallery 1 & 2
Grand Theft Auto
Harvest Moon
Hercules
James Bond 007
Looney Tunes
Madden '96
Metroid 2
Mortal Kombat 4
Mulan
Oddworld Adventures
Pitfighter
Pocahontas
Pokemon & Pokemon Pinball
Power Quest
Prince of Persia
Raging Fight
Rampage World Tour
Rats
Rugrats
Samurai Showdown 3
Small Soldiers
Star Trek
Star Trek: Next Generation
Star Wars: Empire
Star Wars: Racer
Super Mario Bros. DX
Super Mario Land
Turok 2: Seeds of Evil
Wario Land & Wario Land 2
WWF: Attitude & Warzone
Zelda
Zelda: Links Awakening DX

THE LIST ABOVE IS JUST A SAMPLE OF WHAT'S ON OFFER

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL – PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK ONE STEP

PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY

09066 098012

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

09066 098149

Calls to the above numbers cost 60p a minute

PSX, DC, N64, PC & GBC

TOTAL GAMES NETWORK

FAX-BACK SERVICE IMMEDIATE RETURN

RELEASE DATES & CHARTS

UPDATED DAILY

IMPORT GAMES CHEATS & TIPS

WALK THROUGHS & GUIDES

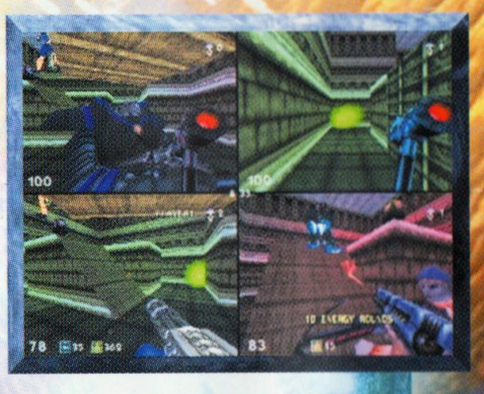
ESSENTIAL ADVICE

This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone. Accuracy of the information is not guaranteed. Please put comments or queries in writing to *Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA*

or call our FREEPHONE CUSTOMER SERVICE: 0800 1982784

TUROK®

RAGE WARS™



HEAD TO HEAD TO HEAD COMBAT!

NINTENDO 64

GAME BOY COLOR

Acclaim®

TUROK®: Rage Wars™ and Acclaim® © 1999 Acclaim Entertainment. All rights reserved. TUROK® & © 1999, GBPC,INC. Nintendo®, Nintendo 64, ™ and Gameboy Color are trademarks of Nintendo Co., Ltd. All rights reserved. Developed by Acclaim Studios Austin™,® & © 1999 Acclaim Entertainment, Inc. All rights reserved.